



HE-MAN AND SHE-RA

A COMPLETE GUIDE TO THE CLASSIC ANIMATED ADVENTURES





The background is a vibrant red with a radial pattern of light beams emanating from the center. Scattered throughout the scene are numerous small, dark silhouettes of figures in various poses, appearing to fly or move rapidly towards the center, creating a sense of dynamic action.

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HE-MAN AND SHE-RA: A COMPLETE GUIDE TO THE CLASSIC ANIMATED ADVENTURES®

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DEDICATIONS

First and foremost, I want to dedicate this book to the memory of **Lou Scheimer**, the man who had the foresight to strike a deal with Mattel and produce two of the most memorable action-adventure animated series of all time.

To **Linda Gary**, a truly wonderful voice actress whose work on both *He-Man* and *She-Ra* was nothing short of remarkable. Many of us would love to have met you.

To **Robert Lamb**, whose kindness and knowledge over the years have given me a wonderful insight into what it must have been like to work at Filmation, and who is also one of my dearest friends.

To the staff members at **Filmation** that contributed their talents to these shows. Thank you! An entire generation love what you all worked together to create.

To all of the *He-Man* and *She-Ra* fans! Especially those of you that have stuck around since the days of the mailing list.

And of course, to **Mum** and **Dad**, for accepting that their son still enjoys the adventures of the Most Powerful Man in the Universe and the Princess of Power!



FOREWORD

In the summer of 1998, I first tried to reconnect with friends I had worked with at Filmation Studios in the 1980s. It had been nine years since the studio closed down and my dream job of writing and storyboarding animation disappeared. After several fruitless attempts, I browsed the Internet for "Filmation Robert Lamb" in my very first vanity search. Much to my surprise, I stumbled upon the *He-Man and She-Ra* Episode Review Website, cohosted by James Eatock and Zadoc Angell—and more specifically a page analyzing my first *He-Man and the Masters of the Universe* script, "Into the Abyss."

I remember my astonishment that a show I'd written fourteen years earlier was the subject of a lengthy dissertation lavishing praise on the merits of my writing. Someone had way too much time on his hands. I sent a short note thanking James and Zadoc for their kind words. It wasn't long before two inquiring minds enthusiastically flooded me with questions about their favorite shows and the studio that made them.

Zadoc eventually went on to other things, but my correspondence with James Eatock has continued to this day. James has become a recognized authority on the *He-Man* and *She-Ra* shows, as well as other animated series from the 1980s, and publishes an excellent magazine on the subject titled *cereal:geek* (to which I am a contributor). Because of James, I was included in the documentaries on the DVD sets for *He-Man*, *She-Ra*, and other Filmation series.

In the autumn of 2012, we finally met—thousands of miles from either of our homes—in Torrance, California, at Power-Con, a fan convention dedicated to *He-Man* and *She-Ra*. It was at Power-Con that I met many fans whose lives

had been affected by shows that I and others had worked on thirty years earlier. I also reunited with several former Filmation associates I hadn't seen in decades.

My time at Filmation working on both *He-Man* and *She-Ra* was one of the most rewarding experiences of my career. Lou Scheimer, CEO of Filmation, ran the last fully functioning television animation studio in the USA. I had the privilege of seeing the entire animation process in one place, working with over three hundred very talented artists and technicians. I have spoken with friends who are still in the animation business that say what we experienced at Filmation has not been seen since the studio's doors shut in February 1989.

What is contained in this book is the culmination of all those years of dialogue between James and me, as well as the likes of Larry DiTillio, Tom Sito, Tom Tataranowicz, and many others, and hundreds of hours of James watching and rewatching *He-Man* and *She-Ra* episodes. There are things in this book that James has learned that I didn't know about. And I was there when these shows were made!

No fan of *He-Man and the Masters of the Universe* and *She-Ra: Princess of Power* should be without this book. It is a labor of love and a gift to the fans and to those of us who toiled on the worlds of Eternia and Etheria so many years ago.

Thank you, James, for this fine tribute and for our friendship.

Robert Lamb

Writer and storyboard artist,
Filmation Studios, 1981-1989

INTRODUCTION

In 1979 preliminary work began on a new toy line at Mattel. After much development, Masters of the Universe was born. Within a few years the toy line was selling extremely well, and companies that had acquired the license (such as DC Comics) created a far broader interest in the property.

During this time Ronald Reagan changed the course of animation history by removing an act previously passed by the Federal Communications Commission that prevented animated shows from being made in order to support a product. With this in mind Mattel entered into a now-legendary partnership with Filmation, an animation studio headed by Lou Scheimer.

Looking for a way to further increase the success of Masters of the Universe, Mattel and Filmation discussed the possibility of an animated series. The historic decision to syndicate the series was made, allowing the show far greater exposure than any other cartoon on the air at that time. Rather than producing the standard thirteen-episode season, Filmation shocked the animation world by planning a sixty-five-episode season! With such a lengthy run, stations across the USA were able to air new episodes Monday through Friday for thirteen weeks.

In order to sell the series, Filmation produced an animated short featuring a few of the characters from the initial wave of the toy line. The interest in the series was greater than expected, and early signs indicated that both companies had a hit on their hands.

He-Man and the Masters of the Universe debuted in the UK on September 5, 1983, and within weeks it had an audience of eight million viewers. In the months that followed, the show became a worldwide success. At the height of its popularity, the series was broadcast on 166 television stations across the USA alone, with a viewership of nine million. And by January of 1985, Masters of the Universe merchandise had sold in excess of one billion dollars.

During its time on air there were many criticisms of the show, often by those who had never actually watched an episode. Those that attacked the show deemed it too violent for children—a laughable accusation, given the show's often heavily moralistic overtones. Understandably, many found issue with the fact that it was primarily a toy advertisement. The irony of this accusation is that many of Mattel's Masters of the Universe toys did not appear during the course of the series, as the writers decided to keep the core cast down to a few characters. This was not only by choice, but also because of a deal established early on in the working relationship between Mattel and Filmation.

Even though the show was initially produced to sell Mattel's products, Lou Scheimer had the final say as to which toys would appear on the show. For example, when Mattel approached Filmation with the concept for Stinkor, Scheimer declined to use the character, and Mattel accepted. Compared to the numerous other toy-based shows at the time, the Filmation deal with Mattel was unusual.

Filmation's decision not to include certain toys did not sour the relationship between the companies, and within the space of a couple of years, 130 episodes of *He-Man and the Masters of the Universe* were produced.

However, Mattel and Filmation did not stop there. In 1985 they teamed up to create a toy line aimed at girls: She-Ra: Princess of Power. She-Ra was He-Man's twin sister! While not having the same stratospheric success as He-Man, She-Ra built up a sizable audience, and 93 episodes of the show were produced.

By 1986 Filmation had produced 223 episodes of *He-Man and She-Ra*, alongside two specials, a movie, and a Christmas-themed special.

While *He-Man* continued to enjoy great success in syndication, even into the early nineties, Filmation and Mattel focused on other projects, but neither company lost sight of *He-Man and the Masters of the Universe*. Filmation not only attempted to develop a spinoff of *He-Man* featuring the character He-Ro and set in the Land of Legend, but they also wanted to have He-Man feature in episodes of *BraveStarr*. They even developed the premise that BraveStarr himself admired He-Man—and that the most powerful man in the universe inspired him to become a lawyer.

Meanwhile Mattel set about developing a new concept for the character of He-Man. After numerous attempts to restructure the line (including a G.I. Joe-inspired military Masters of the Universe line), Mattel settled on the idea of having He-Man and Skeletor continue their battle in space.

Mattel and Filmation came close to working together on the proposed new series, *He-Man and the Masters of Space*, but sadly in 1989 Filmation closed its doors, and the series remained undeveloped, save for a batch of scripts and illustrations.

Based on the new Mattel line of figures, the *New Adventures of He-Man* cartoon catapulted He-Man and Skeletor into the future. It was produced by Jetlag Productions and enjoyed moderate success. In subsequent years, both the toy line and the animated series became a cult classic among fans.

Years went by without mention of He-Man until 2001, when Mattel decided to once again utilize the Masters of the Universe concept. They contacted James Eatock and Zadoc Angell (both of whom were continuing to run the He-Man and She-Ra Episode Review Website) and had them write an encyclopedic guide to the Filmation cartoon. Developing a new, detailed toy line, and working with Mike Young Productions on a new animated series, Mattel succeeded in bringing the most powerful man in the universe back into the public eye once more. Sadly, this relaunch did not receive the welcome they had hoped for, and after thirty-nine episodes both the series and the toy line were canceled.

In 2005 BCI acquired the license to produce DVDs based on all of Filmation's properties. *He-Man and She-Ra* both sold exceedingly well on DVD and created a new generation of fans, as well as reminding many why the shows were a success in the first place!

Back in 1983 Mattel wanted a simple cartoon that advertised its action figures and nothing more. What they achieved was a legacy!

James Eatock

A NOTE FROM THE AUTHOR

The book you now hold in your hands has pretty much been thirty-three years in the making!

Let me tell you a little story . . .

On September 5, 1983, I sat down and watched the debut of a new cartoon. I had seen a trailer for it the previous week, and the image of a man holding a sword across his chest and proclaiming, "I have the power!" looked interesting, to say the least. This new cartoon was of course *He-Man and the Masters of the Universe*. I already owned a couple of action figures from the Mattel toy line, but this cartoon breathed a great deal of life into these pieces of plastic. For years I enjoyed the cartoon series and the many stories Filmation was kind enough to give us. But like so many things, it was only intended to last so long.

Back in the early nineties I thought that I was the only *He-Man* fan on the planet. However, in 1995 I discovered the Internet. After choosing the screen name "Busta Toons," the first thing I searched for was "He-Man." I soon realized that I was not the only *He-Man* fan in existence. No. There were at least two others!

The two individuals were Kevin Herbert, who had created a small website detailing his memories of the action figures, and Adam Tyner, who operated a website which was more of a meeting place for the fans. For me, the cartoon had always been the most important part of the Masters of the Universe brand. Sadly, we fans had no clue as to how many episodes had been produced. This kind of information was just not available back then. I had seventy-two episodes that I had recorded off my TV, but I knew there were more in existence.

Months later I began compiling a list of the episodes that I could remember having watched in my youth. As I had no titles to work with, I listed descriptions, such as "Yellow robot attacks Eternia" and "Fisto battles Spikor in a competition" (I'll let you work out for yourselves which two episodes those are). In earlier exchanges with Adam Tyner, I'd learned we had both been told of an episode where He-Man surrenders his powers, believing that he has actually killed someone. We scoffed at the idea that Filmation would have made such an episode.

Toward the middle of 1996 Scott White contacted me, revealing that he had recorded many episodes of the reruns shown on the USA Network. With Scott's help I was able to create a more defined episode list. One of the first things he confirmed was the existence of "The Problem With Power"—the episode in which He-Man believes that he has killed someone. Out of the kindness of his heart, Scott White sent over a VHS tape loaded with fifteen episodes I had not seen in close to a decade. I still have that tape.

By this point I had assembled a list of 125 episodes and been told by Larry DiTillio that there were 130 in total. Even though this was now 1996, new information was still very

hard to come by. People began to appear on the He-Man mailing list in 1996 and 1997, and with them came some missing episode titles. Robbie Beiswenger appeared with "The Bitter Rose," Rod Hannah gave us the incredibly hard-to-find "Reign of the Monster," and Zadoc Angell popped up with "Hunt for He-Man." We now had a list of 128 episodes, but the remaining two eluded us for quite some time.

Then in 1997 Owen Sharp suddenly appeared, informing us that, as part of a writing project he did in the eighties, he had listed every single episode of *He-Man* and *She-Ra*. Not only did we learn that the missing two episodes were "The Once and Future Duke" and "Trouble's Middle Name," but we also learned that *She-Ra*'s second season was not a mere fourteen episodes, as we had been led to believe, but twenty-eight!

During this time fellow *He-Man* fan Zadoc Angell had come to me with a proposition of creating our own *He-Man* and *She-Ra* website. I was not that keen on the idea, but he convinced me. Thus the He-Man and She-Ra Episode Review Website was born. We reviewed episodes regularly, and for a long time people seemed to enjoy our weekly updates.

In the summer of 1998 an amazing thing happened: Robert Lamb, who had worked on the series as both writer and storyboard artist, contacted Zadoc and me and thanked us for our reviews of his episodes. Months went by as we conversed; Robert was able to provide many stories, anecdotes, and interesting facts about his time at Filmation. A short while later he was kind enough to send over a package which contained a wealth of unseen production material, including the Masters of the Universe series bible, scripts, storyboards, and gags that Filmation storyboard artists had illustrated to pass the time.

From this moment on I realized that I wanted to know more about what had gone into the making of each episode. Subsequently, over the years I have had the absolute pleasure of talking to numerous writers, artists, animators, and directors about their work on the *He-Man* and *She-Ra* series. Not only have they been able to provide a wealth of information, but they are all a lovely bunch of people, too.

This book represents everything that I have learned about every single episode of *He-Man and the Masters of the Universe*. But with regard to the *She-Ra: Princess of Power* series, I have often held my hand high and stated that fellow UK fan Alex Hawkey is a far bigger expert than I. Thus, I have to thank Alex for his amazing contributions to the *She-Ra* section of this book.

Enjoy!

HOW TO USE THIS GUIDE

This book is by no means something to keep bagged up in your attic. Although, if you want to buy more than one copy and keep one in pristine condition, who am I to stop you?

In truth, this book is intended to be read and accessed numerous times as a point of reference. In heated online debates it may give you one or two advantages, especially when you can tell someone that a piece of animation from MU#66012 was also used in MU#66014!

Read this book before you go to bed—not to send yourself off to sleep, but to learn new things about the *He-Man* and *She-Ra* series. But if your partner is lying next to you wanting to speak about the real world, please put the book down. Otherwise this will no doubt end the relationship, and I would not want this book to break up a happy home.

If you feel like watching an episode or two of the series, this book will make your experience all the more entertaining. You will learn a great deal about the episodes as you watch them. You will be able to see all the small, sometimes pointless things that I tend to pick up on. It will be like I am sitting in the room with you while you're watching the episode. (Now there is a scary thought.)

Finally, if you do not agree with my *He-Man* reviews or Alex's *She-Ra* reviews throughout this book, you can find us on Facebook and tell us why. And if you are actually the writer of the episode in question, then I apologize in advance!

And now, on with the show...

EPISODE TITLE

The episode titles in this guide include the minor errors that we saw on the title cards, including the lowercase letter *m* in "Quest for He-man" and the lack of hyphens in "Hunt for He Man" and "Shera Makes A Promise."

PRODUCTION NUMBER

The production numbers are the official order of episodes as detailed by Filmation. As the numbers themselves were handed out at different times as work on the series was underway, there are one or two, or maybe even three to six, continuity errors. This book addresses all the continuity errors in the Trivia section.

SCRIPT APPROVED AND FINAL SCRIPT REVISION

Writers would turn in many drafts in the development of a script. Once the script was approved, it was assigned a production number. From there the script would go through revisions until it was ready to be produced. During the course of production, some episodes would have last-minute changes. These changes may be noted in the Trivia section but are addressed predominantly in the Deleted Scenes section.

US AIR DATE

Unfortunately no complete episode air date list for the United States has appeared at the time of this publication. And believe me, I have tried over the years to source one! The air dates that appear on numerous websites feature a lot of guesswork and are often incorrect. This book does include the official Filmation air dates for the 1985 episodes from the second season. It should be noted that even though Filmation suggested these air dates, due to the amount of work involved in the production of a sixty-five-episode series, some of these dates were missed.

UK AIR DATE

Even though the United Kingdom was the first country to premiere the series, the way in which the series aired was unusual. ITV, the station that broadcast the series in the UK, aired one episode a week, but in seemingly random batches spread throughout the years. As a result, the first episode of the series aired in 1983 and the last episode in 1988—three years after the series had wrapped up production! Worse than that, *She-Ra's* second season was never even televised!

CAST

Only the main cast and certain secondary characters are covered in this section. I am afraid you will see no mention of Elmas and Abram here.

TRIVIA

Each episode has many interesting tidbits that have remained relatively unknown prior to the publication of this book. You will learn a great deal from this section.

DELETED SCENES

Most of the scenes listed in this section are taken from the final script. These scenes would often be altered or left out during the storyboard stage at the request of the director. Some interesting moments from the earliest script drafts are also mentioned, and some animation that wound up on the cutting-room floor is also referenced.

SAME/AS

The title of this section is somewhat misleading. Filmation's "same/as" system was created by the storyboard artists, who noticed that certain pieces of animation created for one episode were good enough to be used again in other episodes. This system ran alongside Filmation's existing stock system, which had set poses and rotoscoped movements for the entire main cast. This section points out the animation sequences reused throughout the series, as well

as the reuse of character models. It should be noted that this list attempts to point out only the more interesting examples, not every single piece of animation reuse.

THE POWER OF HE-MAN

From episode to episode He-Man showed why he was the most powerful man in the universe. This section attempts to showcase his more impressive feats of strength, the ones that we can all remember long after we have watched an episode. The simple act of lifting a large boulder and pitching it at the Serpentoids, as impressive as that is, will not appear in this section.

UNSHEATHING THE SWORD OF POWER

This section deals with those odd occasions where Prince Adam would inexplicably unsheathe the Sword of Power and subsequently lose it, thus creating a secondary plot within an episode. However, this section does not make mention of those occasions where Prince Adam genuinely attempts to transform into He-Man and loses the sword in the process, as in "Orko's Favorite Uncle" and "Island of Fear."

THE SAVAGE HENCHMAN

Skeletor's ever-present henchman, Beast Man, was a familiar face. But when compared to the other Evil Warriors, his character changed the most throughout the series. The evil henchman went from being a serious villain whose dialogue was laced with a deep intensity to a bumbling oaf. This section will bring these moments to your attention, highlighting the obvious changes in the character's personality.

WIZARD OF WEAPONS

Trap Jaw was possibly one of the most interesting of Skeletor's Evil Warriors, if not in character then at least in appearance. His debut in "Diamond Ray of Disappearance" billed him as the "Wizard of Weapons," but as the series progressed he was written as a typical henchman with very few weapon skills. However, throughout his appearances he did sport an array of arm attachments—some good, some

silly, but all fascinating. This section lists them all, down to the tiniest detail.

ENTERING SNAKE MOUNTAIN

Castle Grayskull was fortunate in its design—it only had one entrance and exit. Snake Mountain, on the other hand, had a variety of entrances, exits, secret passages, tunnels, etc. Throughout the series the writers and directors did not seem quite sure how to get the heroes and villains in and out of Snake Mountain. This section highlights those notable differences.

HORDAK ATTACK

It was easy to see why Hordak preferred science over magic, given that he had the ability to transform his body into many different forms of offensive weaponry! This section lists the debut of each of Hordak's transformations, even down to which arm his cannon appeared on. Never let it be said that I wasn't observant!

SWORD TO EVERYTHING

She-Ra's Sword of Protection was far more versatile than He-Man's Sword of Power and transformed into a number of different things throughout the series. Some of the sword transformations were incredibly creative, and some were simply awful. This section lists the debut transformations.

IMP-ISH BEHAVIOR

Imp was one of the most fun characters of the *She-Ra* series, and his ability to transform into anything, often with visually hilarious results, complemented his wonderfully evil personality. This section lists his numerous, blue-colored transformations.

REVIEW

And of course this book would not be complete without me giving my opinion on the episodes of *He-Man*, and Alex Hawkey giving his opinion on the episodes of *She-Ra*.



CHAPTER 1

HE-MAN SEASON 1 (1983)

The first season of *He-Man and the Masters of the Universe* was unique due to the earliest episodes being written as the series was still in development. Filmation's staff were trying to figure out the stories behind these characters and the planet they inhabited. As a result, the first season, especially the earliest episodes, features some conflicting character portrayals. From He-Man's impatient, angry attitude in "She-Demon of Phantos" to his more good-humored personality in "Masks of Power," the writers were trying to find their feet with the cast. The early episodes seem to flit between comedy-centric episodes, such as "Disappearing Act," and somewhat darker episodes with little humor, such as "The Dragon Invasion."

With the help of Michael Halperin's *Masters of the Universe* series bible, Filmation writer Robby London developed a great deal of what became, arguably, the most identifiable interpretation of the *He-Man* brand to this day. Under the watchful eyes of Lou Scheimer and Arthur Nadel, he created the personalities of the main cast and ensured that the most powerful man in the universe relied on his brains and not his brawn.

As Robby London explored the world of Eternia and established many of its rules, he would be joined by Paul

Dini, who focused on character development more than any other writer, with "Teela's Quest" and "Prince Adam No More" being just two examples. The pair would eventually be joined by freelance writer Larry DiTillio, whose scripts were so full of action and adventure that they would earn him a full-time job at Filmation.

The storyboard department fell in love with the show and made every effort to add their own touches to the visuals of an episode. The artists soon realized that a constant reliance on stock animation sequences across the space of sixty-five episodes would result in the show becoming stale. Thus they created an in-house system called "same/as," which created a catalog of animation sequences, animated for specific episodes, that the storyboard artists could refer to and reuse. As a result, *He-Man*'s first season became visually stronger as the series progressed, resulting in a far more polished look in the second season.

He-Man's first season achieved exactly what it was supposed to do: turn an emerging, successful toy line into a billion-dollar brand!

THE COSMIC COMET

CAST Battle Cat, Beast Man, Cringer, Evil-Lyn, He-Man, King Randor, Man-At-Arms, Orko, Prince Adam, Queen Marlena, Skeletor, Sorceress, Teela, Zagraz



MEMORABLE QUOTES

"He'll soon wish he never even laid eyes on a comet." [Skeletor prepares to attack Zagraz with the Cosmic Comet]

"Let's see it chew on this." [Man-At-Arms readies his Photon Blaster for the oncoming comet creature]

BONUS THE POWER OF HE-MAN: Powered by the Sorceress, He-Man flies toward the Cosmic Comet and stops it in midair, preventing it from destroying Castle Grayskull. He falls back to the ground with a bump.

SYNOPSIS As the Cosmic Comet passes over Castle Grayskull, Evil-Lyn utilizes its incredible power to lower the jaw-bridge, thereby gaining access for herself and Beast Man. However, He-Man, Battle Cat, and Man-At-Arms are waiting inside for them. After a brief skirmish, in which He-Man sends the two villains into a nearby mud pit, the Sorceress directs the heroes to visit Zagraz, the keeper of the comets, who lives on Zagraz Mountain.

A short while later, at the Royal Palace, King Randor gives Prince Adam, Man-At-Arms, Teela, and Orko permission to go on their mission.

Meanwhile, at Snake Mountain, Skeletor, Beast Man, and Evil-Lyn unite their evil powers and seize control of the Cosmic Comet. At Zagraz Mountain, the keeper of the comets explains that the Cosmic Comet was produced by his own foolishness, leaving him with little confidence in his own

abilities. As the heroes listen to Zagraz's story, Skeletor uses the Cosmic Comet to send creatures to capture the comet keeper. The heroes are overpowered by the comet creatures, but when He-Man and Battle Cat appear, the tables are turned, and the creatures are quickly destroyed.

He-Man and company ride the Attak Trak to Snake Mountain, but they are effortlessly defeated by Skeletor and Evil-Lyn, now supercharged by the Cosmic Comet. The Sorceress magically transports the heroes back to Castle Grayskull, where, along with Zagraz, they are able to use their goodness to fuse some comet fragments together into a good Cosmic Comet.

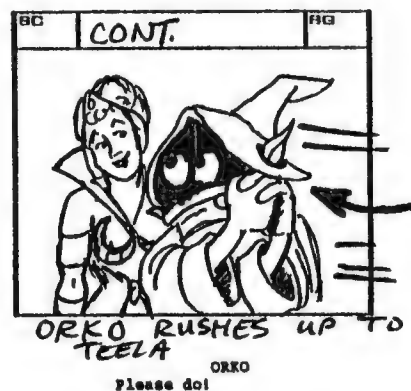
As Skeletor and his warriors head to Castle Grayskull, Zagraz launches the new Cosmic Comet into the skies, where it collides with the existing Cosmic Comet, making it good once more. The villains flee as Zagraz's faith in his own abilities is restored.

MORAL MAN-AT-ARMS. "In today's story, Zagraz had a problem. He lost his confidence in himself because he had once failed. Well, now we all fail sometimes, but we should never be afraid to try again, and we should always keep believing in ourselves. As the old saying goes, 'If at first you don't succeed, try, try again!' Until later... bye."

REVIEW For all its shortcomings, this episode spotlights evil at its best. Skeletor basks in the glow of being purely evil, as he is given a way to truly threaten Castle Grayskull. Both Evil-Lyn and Beast Man are given a chance to shine, too. With this in mind, the heroes become somewhat redundant after a while. The story involving their attempt to stop Skeletor is average at best, and they appear to be just going through the motions. While there is certainly room for improvement, the story is entertaining throughout. With the main elements combined—the Cosmic Comet, the Evil Warriors, and a serious threat against Castle Grayskull—the episode is surprisingly above average. **6/10**



Right: Robert Lamb's storyboard shows Orko cozying up to Teela.



SAME/AS

The fight at the beginning of this episode between He-Man and Beast Man would also appear in the pilot episode, "Diamond Ray of Disappearance." However, even though the sequence makes its first appearance of the series in this episode, it was actually animated specifically for the pilot.

When the Sorceress magically transports He-Man into the skies to battle the Cosmic Comet, the animation of her spell casting would later be used in "To Save Skeletor."

Teela, performing her duty as his bodyguard, leaps into action to save the life of Prince Adam.



DELETED SCENES

In the script the mystic possession of the Cosmic Comet by the Evil Warriors was originally written to take place around the conference table.

The scene at the Royal Palace in which Man-At-Arms informs the king and queen of the secret mission was at first omitted from the script, and then later included.

In a removed scene, the Attak Trak calls Cringer a chicken; the cowardly cat retorts by informing the machine that he happens to be a tiger.

Act 1 originally ended with the pieces of the Cosmic Comet hurtling toward Zagraz Mountain, with the heroes blissfully unaware.

Cringer was to remain in the niche during the transformation sequence and burst forth transformed into Battle Cat.

In the script He-Man did not simply just fly into the skies to tackle the Cosmic Comet; the Sorceress created a magical platform for him to levitate on.

The moral scene was originally staged so that Man-At-Arms fired a shot at a target and missed, only to hit it on his second attempt—proving that we should all try, try again.



TRIVIA

• Zagraz would return in the episode "Capture the Comet Keeper," written by Robert Lamb, the storyboard artist of this episode.

• John Erwin's voice for Zagraz is his interpretation of vaudeville comedian Ed Wynn.

• Tom Ruegger, the writer of this episode, went on to produce many fine animated shows for Warner Bros. during the nineties, including *Animaniacs*.

• Robert Lamb was later thankful that one scene from his storyboard was not used; the scene in question showed a muddy moat surrounding the base of Castle Grayskull. As this episode was made early in production, the abyss surrounding the castle had not been established. Roughly a year later Robert wrote "Into the Abyss," which explained the existence of the abyss.

• In his storyboard Robert Lamb called for a complicated rotating shot around the villains as they take possession of the Cosmic Comet. Somewhere during the process from storyboard to screen some information was misinterpreted, and as a result the background moves in the wrong direction; it should move opposite to the villains.

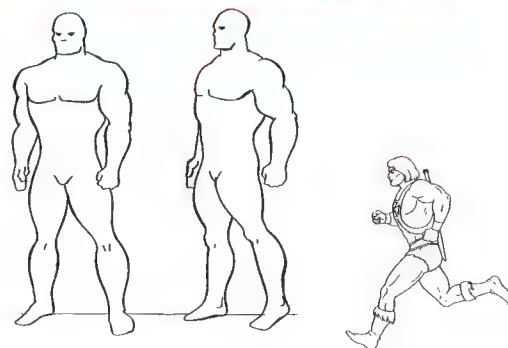
• Lou Scheimer is the voice of the Attak Trak throughout the entire series.

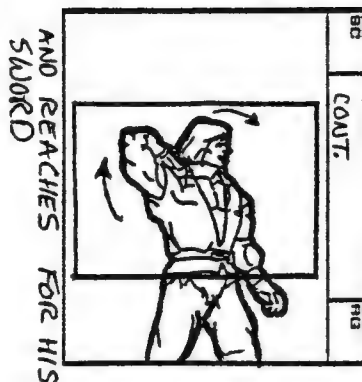
• When it aired in the UK, the end of the episode was heavily cut for time. Thus the final shot was Skeletor, in the out-of-control Basher, hilariously flying into the distance screaming, "He-Man!"



BONUS THE SAVAGE HENCHMAN:

Beast Man's character is well defined in this first episode of the series. He is savage in his nature and quite cold blooded at times. The fact that Skeletor and Evil-Lyn need Beast Man's evil to control the Cosmic Comet gives the impression that he is the third member of the team. There is little humor from Beast Man in this episode; he just falls in the mud. Twice. Also, John Erwin voices Beast Man with a standard tempo, as opposed to the slow, meandering voice that we would come to associate with the character.





Above: Prince Adam begins his transformation into He-Man, with the storyboards showing the camera pan up to the Sword of Power.



He-Man, Teela, and Man-At-Arms
are defeated by the power of the
Cosmic Comet.



Above: Zagraz, the keeper of the comets,
sporting a garland in the original storyboards.

THE SHAPING STAFF

CAST Battle Cat, Beast Man, Cringer, Evil-Lyn, Faker, He-Man, King Randor, Man-At-Arms, Orko, Prince Adam, Queen Marlena, Skeletor, Sorceress, Teela



MEMORABLE QUOTES

"You're a fine one to talk of importance, Adam! You with your lazy ways!" *[Beast Man plays the role of King Randor to perfection.]*

"I will make another He-Man, an evil one called Faker." *[Skeletor details Faker's "in-depth" origin.]*

"Boy, I hope I can meet him someday." *[Prince Adam claims he has never met He-Man]*



SYNOPSIS During dinner at the Royal Palace Orko prepares to entertain King Randor, Queen Marlena, Prince Adam, Man-At-Arms, and Teela. The proceedings are interrupted when a beautiful female magician calling herself Magestra appears, wishing to entertain them with her wondrous illusions. After a few moments of magic she presents the Cabinet of Wonders, which an intrigued King Randor volunteers to step into. When the door to the cabinet opens King Randor has vanished, prompting shock and horror from those gathered. Seconds later, King Randor exits the cabinet, praises Magestra's talent, and invites her to stay at the Royal Palace for a while longer.

Orko becomes suspicious and discovers in the dungeons that Magestra and the king are actually Evil-Lyn and Beast Man in disguise. Evil-Lyn reveals to the real, imprisoned King Randor that she is in possession of the Shaping Staff, an incredibly powerful artifact.

Evil-Lyn uses the staff to transform the king into a goat, and Orko into a cricket. Orko manages to warn Prince Adam and Cringer of the situation, and as He-Man and Battle Cat they battle the villains, with Man-At-Arms and Teela joining the skirmish. Evil-Lyn uses the power of the Shaping Staff once more and transforms Teela into a frog and He-Man into a gold statue.

Outside of Castle Grayskull Skeletor creates an evil double of He-Man, whom he calls Faker. The evil double of He-Man successfully tricks the Sorceress into appearing outside of the castle, where she is immediately overpowered by Evil-Lyn and the power of the Shaping Staff. He-Man manages to break free from his statue form and battles Faker, with the villainous double falling into the abyss that surrounds Castle Grayskull. He-Man breaks the Shaping Staff, and the villains hurriedly depart.

MORAL ORKO. "In today's story, you saw what happened when a stranger came to the palace. She turned out to be evil and dangerous. Of course, turning people into animals is only make-believe. But there is nothing make-believe about how dangerous some strangers can be in real life. Never accept any food or toys or money from a stranger. Don't even talk to them. And no matter what a stranger may say, never go away with them. Terrible things have happened to some kids who did! The smart thing is to just walk away, or in my case just float away!"

REVIEW The first act of this episode features some truly wonderful storytelling and direction. The mystery that surrounds Magestra upon her arrival at the Royal Palace is accompanied by incredibly haunting music. All of the scenes at the palace are memorable, with each one bringing a new dimension to the story. However, after He-Man is turned into a golden statue, the episode begins to falter; what started out as a great story with the possibility of becoming a classic descends into an almost desperate series of events. Skeletor's creation and usage of Faker is laughable, and even though his battle with He-Man is entertaining, the episode never truly recovers. **6/10**



SAME/AS

The scene of Prince Adam preparing to transform into He-Man would later be reused in "The Littlest Giant." Both sequences feature a long cross fade (of both image and music) into a shot of Prince Adam unsheathing the Sword of Power, and both episodes are directed by Lou Kachivas.

The Eternian dungeons in the Royal Palace seen in this episode would only ever be seen once more, in the episode "Mistaken Identity."



DELETED SCENES

In the original script, after the testing of his equipment, Man-At-Arms hands the Sword of Power back to He-Man, who takes it and holds it aloft, ready to transform back into Prince Adam.

A scene altered during production had Orko's concentration over his magic egg trick broken by Prince Adam slamming open a door, not falling over.

A scene in the script revealed that just after Cringer enters Prince Adam's bedroom, Beast Man and Evil-Lyn are shown to be watching from around a corner, explaining their sudden presence in his bedroom soon after the transformation.

In the script Prince Adam's sword was not located behind his bookcase, as established by Paul Dini in

The fight between He-Man and Faker has some animation reuse. We first see He-Man run at Faker, only to find Faker has grabbed He-Man by the hand and thrown him into the abyss. A few shots later the animation is slightly redrawn to show Faker running at He-Man and then falling into the abyss.

"The Mystery of Man-E-Faces"; rather unimpressively, it was simply kept under his bed.

In the script Faker was supposed to sport the same colors as his action figure, hence Skeletor's line to him regarding the Sorceress: "In this dim light she'll think you're He-Man."

Faker was supposed to be a recurring character throughout the series, not just a moment of magic on Skeletor's part; this was changed at the very last minute in order to make him a one-shot villain.

In the original script an odd line from Skeletor commands his new creation Faker to "Get busy!"

TRIVIA

• This episode was loosely based on the Filmation script premise "The Shaping Staff," in which Skeletor, disguised as a magician, makes King Randor disappear.

• At the beginning of this episode we see He-Man testing Man-At-Arms' training equipment; one of those pieces of equipment is a Hover Robot.

• As specified by Paul Dini in the script, Magestra has white hair. Evil-Lyn would reveal herself to have the same in "The Witch and The Warrior."

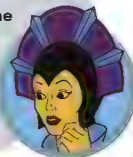
• Gerald Forton designed the character of Magestra.

• When Beast Man, in disguise as King Randor, and Magestra summon Prince Adam and Man-At-Arms, we see an illustration of Castle Grayskull on the table. However, the image features the misspelled text "Greyskull."

• If you listen carefully as Cringer interrupts the transformation sequence, you can hear the music edited so that it plays the same brief segment twice, in order to time the full fanfare with the transformation of Cringer into Battle Cat.

• During the battle at Castle Grayskull we see many shots of the area surrounding the castle. Sadly the abyss had yet to be finalized, and so the shots down into the bottomless gorge are actually shots of Snake Mountain's Blood Falls, minus the lava-sequence overlay.

• In the cast list for the script Paul Dini amusingly states the noise that each of the animals makes: "GOAT—Formerly the King. Bleats," "CRICKET—Formerly Orko. Chirps," and "FROG—Formerly Teela. Croaks."

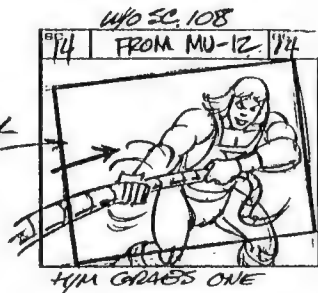


BONUS THE SAVAGE HENCHMAN:

Although we see him nearly ruin Skeletor and Evil-Lyn's scheme by ferociously dining on food while disguised as King Randor, Beast Man is a pivotal part of their evil plan. It is hard to imagine the villains placing their trust in Beast Man this way if this were an episode from the second season: Although he does not speak much in this episode, the character is still given a lot of time onscreen, in which he is not played for humor in the slightest.



HOOK UP



DISAPPEARING ACT

CAST Battle Cat, Beast Man, Cringer, He-Man, Man-At-Arms, Orko, Prince Adam, Skeletor, Sorceress, Stratos, Teela



MEMORABLE QUOTES

"Where I come from we never had to clean our rooms." [Orko's reasoning fails to impress Man-At-Arms]

"What's the matter with you two? It was only a sword." [Teela does not understand the severity of the situation]

"I told you to quit yelling for help! Now we've got the whole jungle after us!" [Orko is not pleased with Cringer's cries for help]



SYNOPSIS Using his Activator, Skeletor causes Mount Krona to erupt, but He-Man, flying his Sky Sled, successfully stops it. An enraged Skeletor decides that he will use his Invisibility Helmet to sneak into the Royal Palace and capture Prince Adam.

At the Royal Palace Orko is being admonished by Man-At-Arms for not cleaning his room, prompting the Trollan to use an old magic wand to clean up the mess. As Teela shows Prince Adam her father's new invention, a device for attracting anything that flies, they hear a commotion and head for Orko's room. Orko's out-of-control wand accidentally strikes the Sword of Power and causes it to vanish. Moments later, Skeletor sneaks into the palace and captures Prince Adam, imprisoning him within the Cave of Cambro.

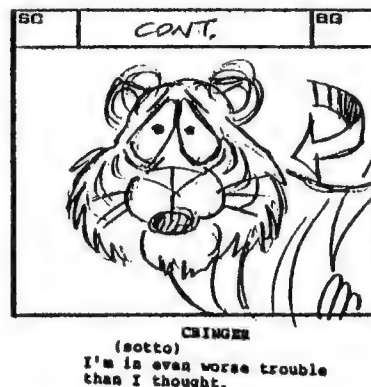
Man-At-Arms, Cringer, and Orko consult the Sorceress, who tells them that the sword is now located in Eternia's past. While Orko and Cringer travel through the Time Corridor to retrieve the sword, Man-At-Arms

sets about building a robot He-Man in his laboratory. In the Banshee Jungle, Skeletor and Beast Man set up an ambush for He-Man, who they believe will soon be on his way to rescue the imprisoned Prince Adam. Discovering he still has Man-At-Arms' device for attracting anything that flies, Prince Adam throws it outside of the cage in the hope of attracting Stratos.

After encountering many dangers in Eternia's past, Cringer and Orko manage to reclaim the Sword of Power and head back to Castle Grayskull, where Man-At-Arms reveals his robot version of He-Man. Man-At-Arms sends the robot He-Man into the Banshee Jungle, riding the Attak Trak, to act as a diversion. With Skeletor diverted, the sword is returned to Prince Adam, who immediately transforms into He-Man. Discovering that he has been chasing a robot, Skeletor realizes that he has been tricked, just as the real He-Man appears. Skeletor uses his Invisibility Helmet to battle He-Man unfairly, but aided by Orko, He-Man wins, and the villain flees.

MORAL MAN-AT-ARMS. "Being the most powerful man in the universe isn't all that makes He-Man such a great hero. Being strong is fine, but there's something even better. In today's story, He-Man used something even more powerful than his muscles to beat Skeletor! Do you know what it was? If you said 'his brain,' you were right. And just like a muscle, your brain is something you can develop to give yourself great power."

REVIEW The biggest problem with this episode is that it seems to be confused as to what story it wishes to tell. Numerous story lines suddenly pop up the moment Prince Adam's Sword of Power is sent to Eternia's past. We have what appears to be the beginning of an identity-crisis story, alongside a kidnapping, a time-travel trip, a robotic He-Man decoy, and a rescue attempt—and don't forget Skeletor's Invisibility Helmet, which in itself could be the basis for an entire episode. The script goes back and forth between all these different elements, and while they are entertaining individually, together they present a confusing story with little personality. **4/10**



SAME/AS

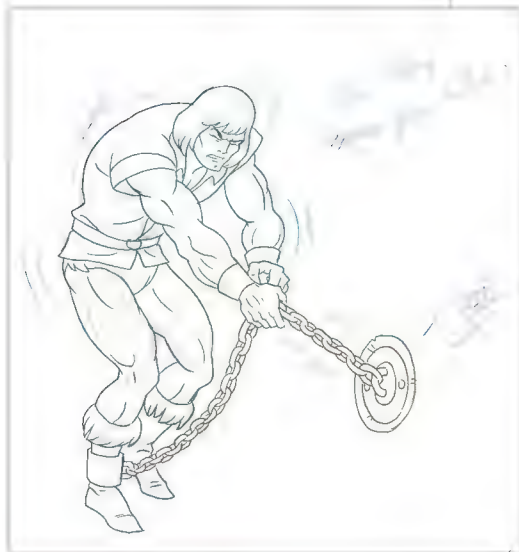
Although it's hardly noticeable, the character model for the docile giant in this episode would become the look for both Cambro in "The Heart of A Giant" and Herman in "Monster on the Mountain."

The animation of Cringer grabbing the Sword of Power with his mouth and running out of the shot would later appear in "One for All."

The sequences of Orko sheathing the sword, unsheathing the sword, and presenting the sword to

Prince Adam would be reanimated for the episode "Island of Fear." The shot of Orko unsheathing the Sword of Power and presenting it would also be used in "Quest for He-man," with He-Man receiving the sword instead of Prince Adam.

The shot of Skeletor charging toward He-Man during their duel would also appear in "Colossor Awakes."



DELETED SCENES

In the original script, to stop the eruption of Mount Krona, He-Man throws a large boulder into the volcano to plug it.

When Prince Adam uses the beeper to summon the Wolf Bats, they are described as small enough to get in between the laser bars; this is not the case with the Wolf Bats featured in the episode.

A removed scene had Prince Adam using a branch which catches fire via the laser bars to ward off the threatening Wolf Bats.



Left: The character model for the giant shows him wearing Orko's hat while using the Sword of Power to carve wood.



TRIVIA

• This is one of five episodes in which the title stays on the screen during the writer and director credits.

• The vehicle we see during the beginning of the episode is supposed to be a futuristic tractor, and in the script the two farmers are named Elmas and Abram.

• This episode makes reference to Skeletor's Doom Buster, a ship we do not see for another seventy-seven episodes.

• The script dictates that Orko magically puts the Sword of Power down his back "a la Prince Adam."

• Robby London calls a nearby location the "Cave of Cambro." A friendly giant called Cambro would later appear in Robby's script for "The Heart of A Giant."

• The sequences featuring the Attak Trak from this episode were going to be used in a Mattel commercial for the toy. However, the commercial was never produced.

• A mistake in the episode shows the Sword of Power landing outside the cage, when the script dictates that it should land within, allowing Prince Adam to attempt to reach for it.

• Cringer actually admits to liking the first part of the transformation sequence in this episode.



BONUS UNSHEATHING THE SWORD OF POWER

Out of all the occasions in which Prince Adam loses the Sword of Power, this has to be the oddest. Prince Adam and Teela, upon hearing a noise coming from Orko's room, decide to investigate. For some unknown reason, Prince Adam has the Sword of Power unsheathed when he arrives, as if ready for battle. Orko explains that his out-of-control wand is making things vanish. Sure enough, within seconds, the wand strikes the Sword of Power, sending it to Eternia's past. Of course,

DIAMOND RAY OF DISAPPEARANCE

CAST Battle Cat, Beast Man, Cringer, Evil-Lyn, He-Man, King Randor, Man-At-Arms, Mer-Man, Orko, Panthor, Prince Adam, Queen Marlena, Ram Man, Skeletor, Sorceress, Stratos, Teela, Trap Jaw, Tri-Klops, Zoar



MEMORABLE QUOTES

"At last I have the means to conquer Eternia . . . and crush He-Man once and for all!" [Skeletor prepares his Evil Warriors for his latest scheme]

"The last time you tried an egg trick, the eggs were all over me!" [Man-At-Arms painfully recalls Orko's past magical feats]

"You must crush the Diamond of Disappearance!" [The Sorceress outlines He-Man's near-impossible task]

"Next time, you might try knocking first!" [He-Man greets the Evil Warriors from inside Castle Grayskull]

"Once again you have fulfilled your destiny, He-Man!" [The Sorceress congratulates He-Man on his success]

"Very well, He-Man. You've won this time. But I'll be back!" [Skeletor's haunting departing words]

BONUS THE POWER OF HE-MAN: He-Man seizes the Diamond of Disappearance, which causes him to vanish by teleporting him into another dimension. From there He-Man uses his great strength to crush the diamond, freeing himself and his friends in the process.



SYNOPSIS At Snake Mountain Skeletor commands Beast Man to activate the Transport Beam. Within moments Evil-Lyn, Mer-Man, Trap Jaw, and Tri-Klops all appear, ready to hear their master's latest plan. Skeletor reveals that the Diamond of Disappearance is now in his possession: a gem that transports whoever is looking at it into another dimension via a magical ray.

At the Royal Palace Orko's magic show is interrupted when Trap Jaw, flying a War Sled, begins his attack. Prince Adam and Cringer rush off to transform into He-Man and Battle Cat as Teela confronts Trap Jaw on the plains of Eternia. Just as the villain appears to have the upper hand, He-Man appears and quickly defeats Trap Jaw.

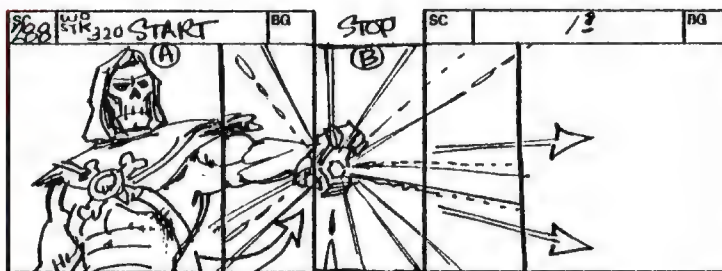
Back at the palace Skeletor uses the Diamond of Disappearance to send King Randor, Queen Marlena, Man-At-Arms, and, unknowingly, Zoar to the other dimension. Orko escapes and warns He-Man, who heads toward Castle Grayskull.

Using the Window of Spirits, He-Man contacts Zoar, and in the form of the Sorceress she tells him that the Diamond of Disappearance must be crushed. At the same time Skeletor and his Evil Warriors march toward Castle Grayskull in an attempt to conquer it. They are successful in lowering the castle's jaw-bridge, but are shocked to see He-Man and Battle Cat waiting for them. Teela, Orko, Ram Man, and Stratos join He-Man, and together, they defeat Skeletor's warriors. During the battle He-Man obtains the Diamond of Disappearance but begins to disappear when he attempts to crush it. Upon breaking it, He-Man and his friends appear back on Eternia, forcing Skeletor to leave.

Back at the Royal Palace, Prince Adam and Cringer accidentally crash through a wall in a Zoom Chariot, leaving King Randor to ponder why his son is not more responsible.

MORAL HE-MAN. "In today's story, Skeletor was looking for a shortcut, a quick way to riches and power. You may know some people like that, always looking for the quick way to get ahead of everybody else. Well, it doesn't work that way. The people who succeed are the ones who work for what they want. So don't be fooled by those who say they have a sure thing. There's always a catch to it. Don't sell yourself short. The right way is the best way. Until later."

REVIEW In the official first episode of the series, Robby London manages to craft a script that advertises Mattel's product, introduces us to a cast of weird and wonderful characters that inhabit an unusual planet, and establishes the basic premise of the series—all within the space of twenty-two minutes. While the writing may be questionable at times, the script manages to introduce certain character traits seen in future story lines, most notably King Randor's disappointment in his son. The plot is incredibly simple, and yet because the pace never slows, we are entertained thoroughly. As pilot episodes go, this is one of the best. **7/10**



SKELETOR RAISES AND OPENS THE DIAMOND'S CASE.
 BEAMS FLARE FROM THE JEWEL & A RAY GOES O.S. RT.

SAME/AS

He-Man's initial designs used Hercules from Filmation's *Space Sentinels* cartoon as a character model.

The footage of Orko's egg trick would later be seen as a flashback in "The Secret of Grayskull."

Certain sequences of Trap Jaw's attack on the Royal Palace would be reused in the opening scenes of "Quest for He-man."

When He-Man arrives at Castle Grayskull and commands the jaw-bridge to lower, much of the footage would later appear in "Double Edged Sword."

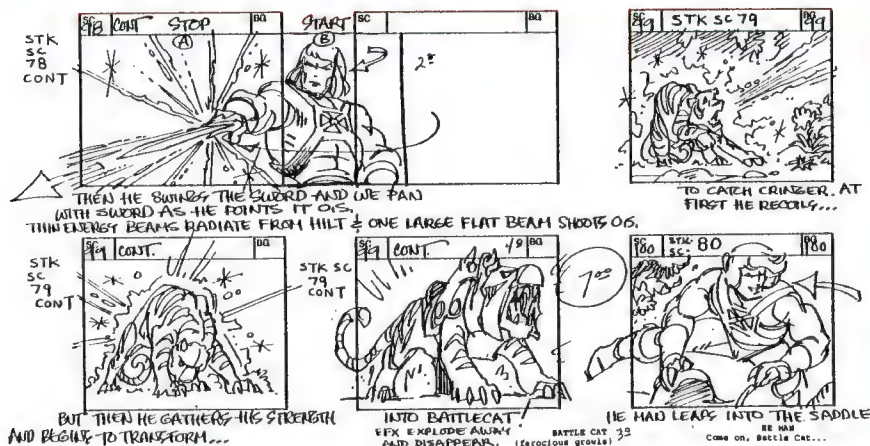
The battle between He-Man and Beast Man was previously seen in "The Cosmic Comet," although it was originally animated for this episode.

He-Man's dodge and subsequent throw of Mer-Man would be used again in "Evil-Lyn's Plot." The character animation would also appear in "The Time Corridor," with He-Man avoiding the attack of Ollio.

The shot of He-Man struggling to break free of Tri-Klops's grasp would be reused, with other characters filling the roles, in "A Tale of Two Cities" and "It's Not My Fault."

BONUS

WIZARD OF WEAPONS: In this episode we see Trap Jaw sporting the Hook, one of three weapons that came with the action figure. This attachment was used the most throughout the series, where it was often utilized as a hand, as it allowed the character to hold something. Even though the Hook was used frequently, the Lasatron, which also came with the action figure, is possibly the most recognized attachment. In most scripts it was just a convenient device for firing a laser at He-Man, although it doubled as a Freeze Ray in "Evilseed" and a Shrink Ray in "Day of the Machines." The Energy Bow, like most of the weapons that followed, was just a one-off for this episode. However, it is a visually interesting alternative to the Lasatron. When the device is activated, the two ends light up, and the beam fires out of the slit in the middle.



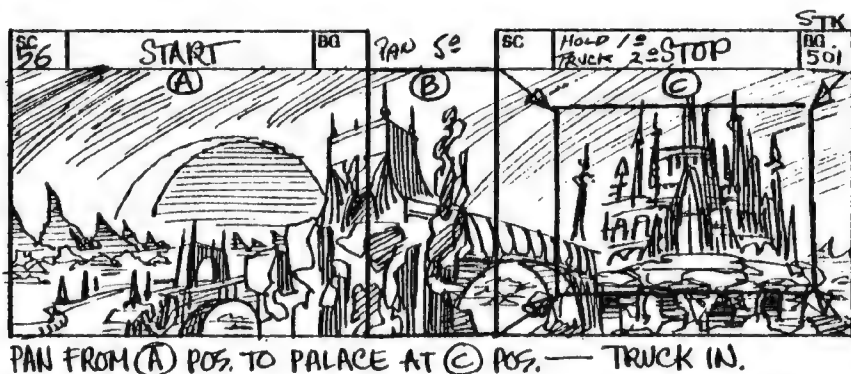
DELETED SCENES

During the opening scene, where Skeletor summons the Evil Warriors, Evil-Lyn was originally to be seen fighting a Viking-like warrior, her disappearance leading to his survival.

Teela originally pursued Trap Jaw in the Battle Ram instead of the Sky Sled, which explains He-Man's line that Teela should put her "Battle Ram in high gear, and head back home!"

In the script, the other dimension that the Sorceress, King Randor, Queen Marlena, and Man-At-Arms are sent to is described in depth and sounds a lot more imposing than what is shown.

In the script, while crushing the Diamond of Disappearance, He-Man appears in the other dimension and observes his location with shock.



TRIVIA

• In one of Robby London's earliest drafts, the Diamond of Disappearance was called the Lost Stone of Souls.

• As this was the very first script, it went through many rewrites; there are pages of script where earlier scenes are simply listed as "out."

• Again, as this was the first script, it was extremely descriptive of its locations; these locations would become standard throughout the series.

• In this script the Evil Warriors are referred to as the "Masters," harking back to the early notion that the villains were the "Masters of the Universe"—a phrase that pops up in the original pilot's introduction and the episodes "Like Father, Like Daughter" and "Colossor Awakes."

• This episode is unfortunately the only time we see Trap Jaw having a problem with his arm attachments; Robby London tried to repeat the gag in "Double Edged Sword," but the scene was cut for time.

• Throughout this episode Skeletor wields an ax instead of his Havoc Staff, another indication that this was the first episode to be fully produced.

• At some point, the original master of this episode was damaged. Subsequent video and DVD releases were missing the scene in which a vase falls on Orko's head, deflecting the diamond's blast and enabling him to escape.

• Robby London requests in the script that the main He-Man theme play when the villains discover He-Man waiting for them inside Castle Grayskull. Lou Zukor, the director, duly obliged.

• When He-Man first enters the castle, he stands silently before the Window of Spirits. If you listen carefully, you can hear him say, in reference to the Sorceress, "Maybe we can reach her in the Window of Spirits!" The line is in the storyboard, but the volume of the vocal track is very low.

• This episode is one of three that were used in the direct-to-video movie *The Greatest Adventures Of All*, which premiered at Mann's Chinese Theatre in Los Angeles.

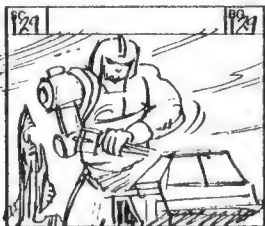




This shot was one of many sequences animated but not used in the confrontation between Trap-Jaw and He-Man.



TRAP JAW LOOKS AT HIS ENERGY BOW WITH CONFUSED AMAZEMENT.

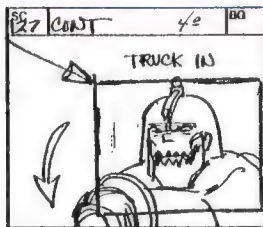


TRAP JAW SCREWS THE LASA-TRON INTO ITS SOCKET.
TRAP JAW (grunting) My Lasatron (Lays-a-tron) will stop you, He Man.

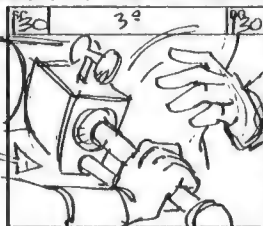


STILL SMILING HE MAN PULLS THE LASATRON TOWARD HIMSELF.

STK: 506. B. POS.



HE LOWERS HIS ARM AND LOOKS GAZES WITH RENEWED AMBER AT THE OS. HE MAN.

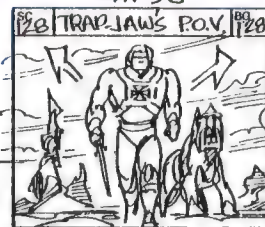


HE MADE HAND GRABS THE LASATRON AND JERKS IT OUT OF TRAP JAW'S GRASP.



GRASPING IT IN BOTH HANDS HE BENDS THE BARREL 90° (UPWARDS. TRAP JAW IS ASTONISHED).

STK-58



HE MAN STALKS TOWARD THE CAN. AWAY FROM BATTLERAT.



HE MAN LEANS CLOSE SMILING.
HE MAN Let me give you a hand.



TEELA LAUGHS AT TRAP JAW'S PREDICAMENT

8:00

FLUORON STUDIOS
ML-4

BG 126

6:00

25



TRUCK W/OO HE HANS-AMAZED
EXPRESSION.

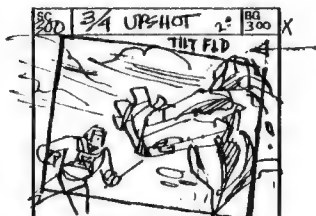


ROCK BEAST CHARGES FORWARD
CAUSING THRU SC. SFX: ROARS



HE MAN TOSSES HIS SWORD
FROM HIS RT. HAND TO HIS LFT.

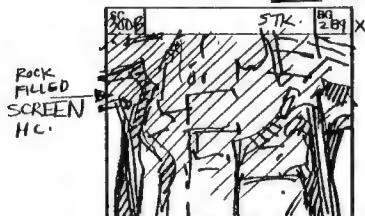
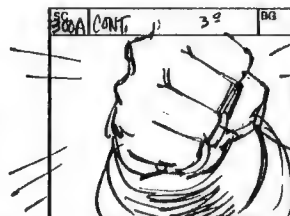
FLATION STUDIOS
MD-4



THE ROCK BEAST APPROACHES
HE MAN WHO STANDS
READY. SFX: ROARS

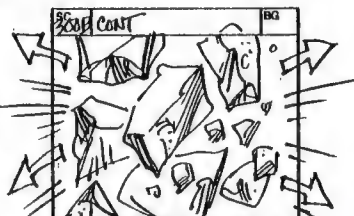


HE MAN THROWS A PUNCH AT THE CAN.



ROCK
FILLED
SCREEN
H.C.

CUT TO BACK OF ROCK
BEAST FILLING SCREEN
SFX: ROARS ABRUPTLY ENDED!



THIS EXPLODES APART IN A
SHOWER OF BOULDERS, ROCKS,
& PEBBLES.



LEAVING HE MAN STANDING
AMIDST THE RUBBLE.

15°

54A



This detailed piece
of artwork shows the
twisted imagery of the
Evergreen Forest.

SHE-DEMON OF PHANTOS

CAST Battle Cat, Cringer, He-Man, Lizard Man, Man-At-Arms, Mer-Man, Orko, Prince Adam, Queen Elmora, Skeletor, Sorceress, Stratos, Strongarm, Teela, Zoar

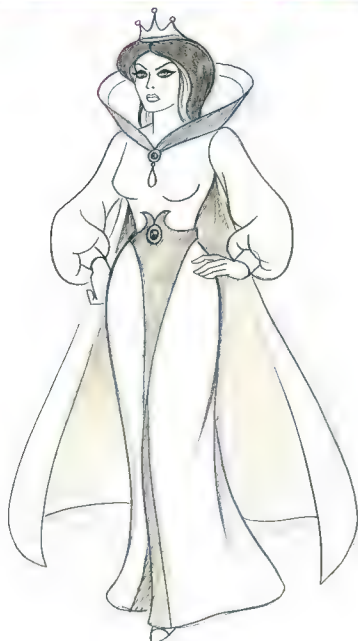


MEMORABLE QUOTES

"You will do my bidding!"

[Skeletor's spell finally overpowers Queen Elmora]

"You are a queen of magic. And in magic, you know that what you see is what the magician wants you to see." [Teela reaches out to Queen Elmora]



SYNOPSIS On the planet Phantos, Prince Adam and Man-At-Arms are testing some new weapons built from Photanium, the most powerful metal in the universe, which is the planet's main export. Although sensing that something is not quite right with Queen Elmora, the heroes leave for Eternia. Upon their departure, Skeletor appears, having already overthrown Phantos, and takes great delight in knowing that the Heroic Warriors are now in possession of fake Photanium ore. When Queen Elmora confronts Skeletor, the demon uses his dark powers to take possession of her.

Back on Eternia, Man-At-Arms and Prince Adam become suspicious when their new Photanium-produced weapons begin to break very easily. Summoned to Castle Grayskull, they learn of Skeletor's alliance with Queen Elmora, and soon He-Man, Battle Cat, Lizard Man, Man-At-Arms, Teela, and Stratos journey to Phantos via Castle Grayskull's space portal. Arriving on Phantos, the heroes are immediately confronted by the now-evil Queen Elmora, and their numbers are reduced.

Undeterred, the heroes plan to enter Queen Elmora's castle through the metal refinery but quickly find themselves fighting Mer-Man and Strongarm. He-Man is imprisoned in a Photanium body cell, leaving Skeletor to assume that the threat posed by He-Man is now over. Unseen by Skeletor, He-Man manages to use his great strength to break out of the Photanium body cell. While Man-At-Arms and Lizard Man attempt to free the imprisoned Battle Cat and Stratos, He-Man and Teela head for the castle to confront the possessed Queen Elmora.

Skeletor's magic manages to warp Queen Elmora's vision, resulting in her seeing Skeletor's visage instead of He-Man himself. When He-Man arrives, he engages in a duel with Skeletor, with a confused Queen Elmora placing them in Photanium chains, knowing that only He-Man can break the superstrong bonds. He-Man breaks free, and Skeletor's hold over Queen Elmora, and Phantos, is broken.

MORAL HE-MAN. "I'd like to talk to you for just a moment about safety. When we go to the beach there are lifeguards there to watch out for our safety. Crossing guards are in the street for the same reason: to help protect us. Now things like that are fine, but we can't count on someone always being around to protect us. We should practice thinking of safety all the time. So, don't take a chance. And that's true whether you're crossing a street, or driving a car. Think safety." **BATTLE CAT.** [Roars]

REVIEW Although Skeletor is written perfectly in this episode, almost every other character is not. The biggest offender by far is He-Man, who not only has some awful dialogue, but on numerous occasions uses his muscle instead of his mind to solve problems. Even the Sorceress seems aloof in her giving of information. The basic premise is good, but the way in which the action is staged borders on the ridiculous. Things happen during the course of the episode that make little sense, such as when He-Man is trapped in a Photanium body cell and all the villains leave to tell Skeletor, allowing He-Man to escape. This is just one of many examples of how this episode fails to deliver. **3/10**

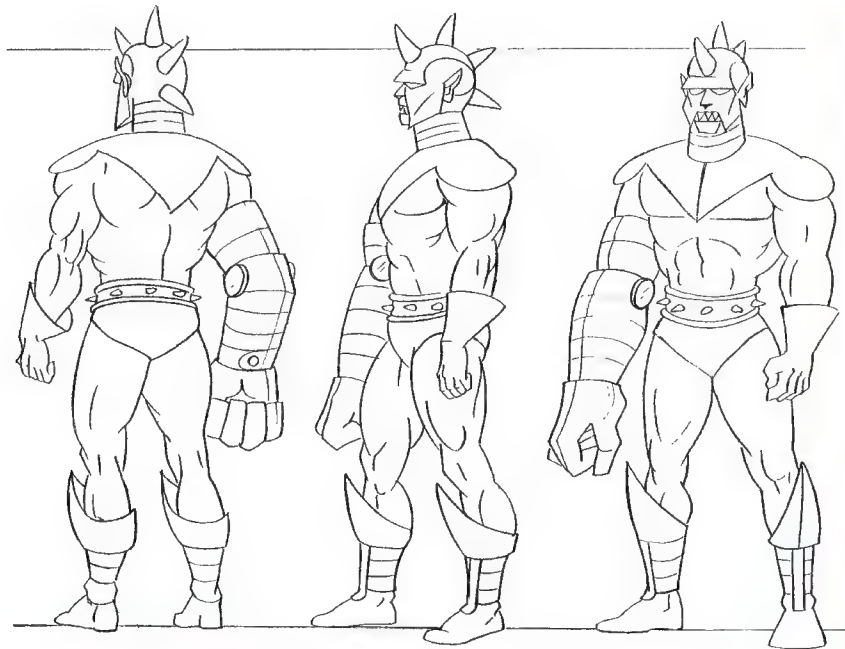
Left: In one of her earliest designs, Queen Elmora was a brunette.



SAME/AS

When He-Man uses the Sword of Power to break the Photanium chains that bind Skeletor, the animation used is that of He-Man from the transformation sequence, where he points the sword at Cringer, transforming him into Battle Cat.

Queen Elmora's throne room would appear as a stock background in numerous episodes throughout the series, including "The Once and Future Duke" and "The Witch and The Warrior."



DELETED SCENES

A removed scene showed Prince Adam, Cringer, and Man-At-Arms arriving at Castle Grayskull ready to speak to the Sorceress.

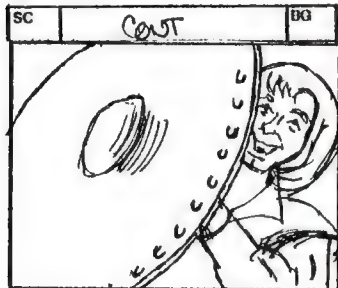
In the script, after arriving on Phantos, a sheet of light bars the heroes' way. When Battle Cat leaps at the image of Queen Elmora, he disappears, forcing He-Man to destroy the sheet of light.

The slaves inside the Photanium body cells were supposed to be heard moaning in pain.

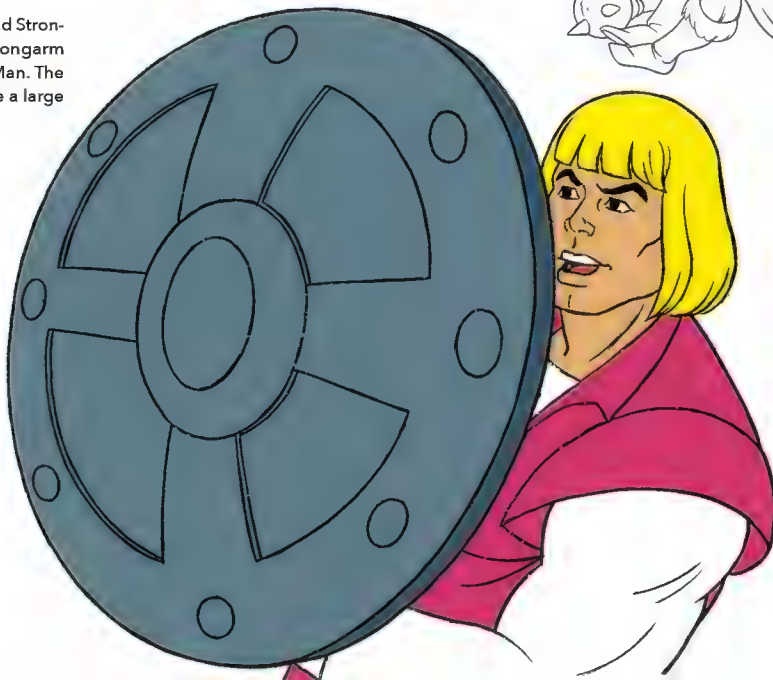
A scene heavily cut for time had He-Man and Strongarm dueling atop a giant forge, with Strongarm swinging a large Photanium beam at He-Man. The pair subsequently fought on a beam above a large cauldron of molten Photanium.

In an altered scene, while trying to concentrate in her demon form, Queen Elmora spotted He-Man and Teela sneaking up the stairway of her castle.

During their final battle, Skeletor originally blasts a hole in the ground. He-Man falls, but he catches himself by using his sword to bridge the opening.



Right: Prince Adam wielding the shield that came with the He-Man action figure. This is the only time in the series it is ever seen.



TRIVIA

• This episode was loosely based on the Filmmation script premise "She-Demon of Moon III," in which Queen Elmora had been placed under a curse by Skeletor centuries before.

• The shield that Prince Adam uses in the opening scene was originally the animation model based on He-Man's toy shield. However, the shield was never used for He-Man during the series.

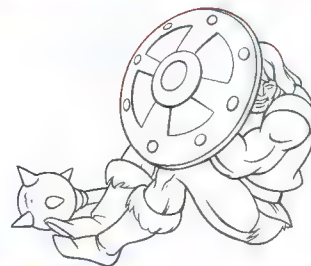
• This episode features the only appearance of Strongarm, and the first of two appearances of Lizard Man, both of whom were originally intended to be regular characters but were quickly phased out.

• The planet of Phantos would later be revisited, albeit quite differently, in the episode "No Job too Small."

• The overweight guards on Phantos were designed by Tom Tataranowicz.



BONUS THE POWER OF HE-MAN: He-Man breaks free of the Photanium cell in which he was imprisoned, and later in the episode he breaks out of Queen Elmora's Photanium chains. As Photanium is the strongest metal in the universe (according to the series), this is all the more impressive.



TEELA'S QUEST

CAST Bakkull, Battle Cat, Cringer, He-Man, Man-At-Arms, Mer-Man, Oracle, Orko, Prince Adam, Queen Marlena, Skeletor, Sorceress, Teela, Zoar

SYNOPSIS Using Man-At-Arms' Memory Projector, Queen Marlena recalls crash-landing her ship, the *Valiant*, on Eternia, and briefly tells Prince Adam about Earth. An annoyed Teela arrives and uses the Memory Projector to find out why Prince Adam missed his training; the device reveals that he was fishing.

A while later Teela speaks with Man-At-Arms about her real parents, desiring to learn more about her mother, whom she knows to be alive. Teela tells Orko that she will ask the Oracle of the Crystal Sea who her mother is and promptly leaves for the Crystal Sea, home territory of Mer-Man.

Hearing from Orko of Teela's quest, Prince Adam and Cringer transform into He-Man and Battle Cat and pursue her, as does Mer-Man, who observes the proceedings from Snake Mountain.

After fighting a group of Shadow Beasts, Teela finds the Oracle's cave. The Oracle begins to explain how years ago Man-At-Arms heard the cries of the falcon Zoar and

subsequently foiled Mer-Man's scheme. Just as the Oracle reaches the conclusion of the story, in which Man-At-Arms looked into Zoar's nest, Mer-Man and his Fish Men appear and capture Teela.

Mer-Man explains that twenty years ago Man-At-Arms rescued a victim intended for the sea demon Bakkull, and that Teela will now take the victim's place. He-Man and Battle Cat soon appear, but they are too late, as Mer-Man uses the Crimson Pearl to summon Bakkull.

During the battle Zoar swoops down and steals the Crimson Pearl from Mer-Man, resulting in Bakkull turning against him. He-Man rescues Mer-Man, and then uses his mighty strength to bury the beast in an avalanche of crystal. With Bakkull defeated, Teela returns to the Oracle, where she learns that her mother is the Sorceress of Castle Grayskull. The Sorceress appears, informing Teela that it is not yet time for her to have this knowledge, and removes all memory of the revelation that she is her mother.

MEMORABLE QUOTES

"I'm afraid you'd find it kind of boring, Adam. There are no giant green tigers or magical castles, but it's a beautiful place filled with beautiful people." [Queen Marlena speaks highly of her home planet, Earth]

"Your father was one of the greatest men I ever knew. He gave his life in battle so Eternians could live in peace. I was honored to adopt you as my own daughter." [Man-At-Arms tells Teela of her heritage]

"She will only remember that her mother was a woman who loved her very much." [The Sorceress sheds a tear for her daughter]

MORAL **TEELA.** "In today's story, I went in search of my mother. I found her, but I also found something else: that the man who had cared for me since I was a baby, who loved me as he would his own daughter, was just as much my father as any parent could be. And so whether they are someone we were born to or whether they chose us to adopt, it doesn't matter. The ones who protect us, and teach us, and love us—they are the ones we call mother and father. And they deserve the same kind of love from us. Until next time."

REVIEW It is hard to review an episode that transcends the series it was written for. This episode is the first to establish the show as a different kind of action-adventure series: one in which the characters care for one another and have personalities laced with history. The relationship between the Sorceress and her daughter Teela is what makes the story absolutely unforgettable; their meeting proves to be one of the most beautiful scenes in the series. This episode is also a testament to the talent of Linda Gary, who voices Queen Marlena, the Sorceress, and Teela, all with warmth. This episode, above all others, will live in our hearts when the series has long since faded from our minds. **10/10**



SAME/AS

Much of the footage featuring Queen Marlena aboard her spaceship and her subsequent crash landing on Eternia would later be used in "The Rainbow Warrior."

The shot of the Sorceress transforming into Zoar and flying directly over Orko's head, prompting him to disappear, would be reused in "The Time Corridor."

The music used in the scene where He-Man smashes through the wall into Mer-Man's lair and overpowers

the two Fish Men would most memorably be used in the *She-Ra* episode "Sweet Bee's Home" as Frosta seduces He-Man.

The animation of He-Man pushing against a structure in an effort to bury Bakkull would appear in "House of Shokoti" Part 2, as the hero attempts to bury the Sleeping Beast.



DELETED SCENES

Paul Dini expressly requests in his script that during the opening scene with Prince Adam, Queen Marlena, and Teela, the action should be staged so that no one other than Prince Adam is aware that Cringer can speak.

In the original script, when Mer-Man demands revenge, Skeletor uses his Havoc Staff to transport him from Snake Mountain to the Crystal Sea.

When the Fish Men interrupt the Oracle's story, the moment was less startling in the script. Teela fights

the Fish Men only to be overpowered, with Mer-Man entering the Oracle's cave shortly after.

A scene removed for time had He-Man and Battle Cat encountering a large crystal wall that He-Man smashes down during their journey to find Teela.

When He-Man fights Bakkull, the script originally had them battling underwater, with He-Man knocking Bakkull from the murky waters and onto the shore.

TRIVIA

• According to this episode, the ship that brought Queen Marlena to Eternia is called the *Valiant*. However, it would later be called the *Rainbow Explorer* in "The Rainbow Warrior."

• The Crystal Sea is described in the script as a lot less inviting. The waters were to be black, the rock structures gray—it was supposed to be hideous.

• The Oracle's face is based on that of the actor Vincent Price.

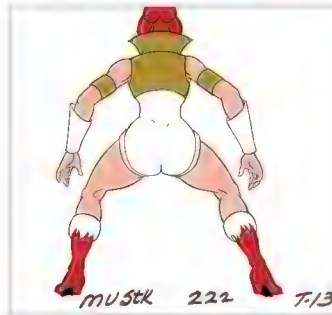
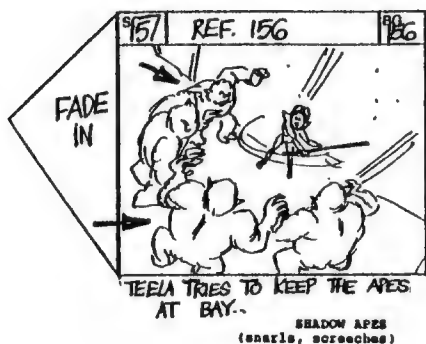
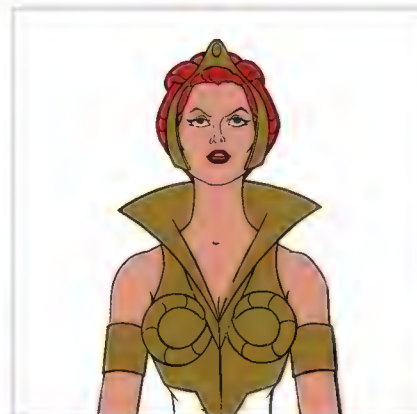
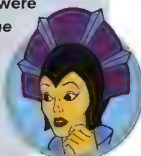
• In one of the earliest drafts of the script the Shadow Beasts were known as Shadow Apes.

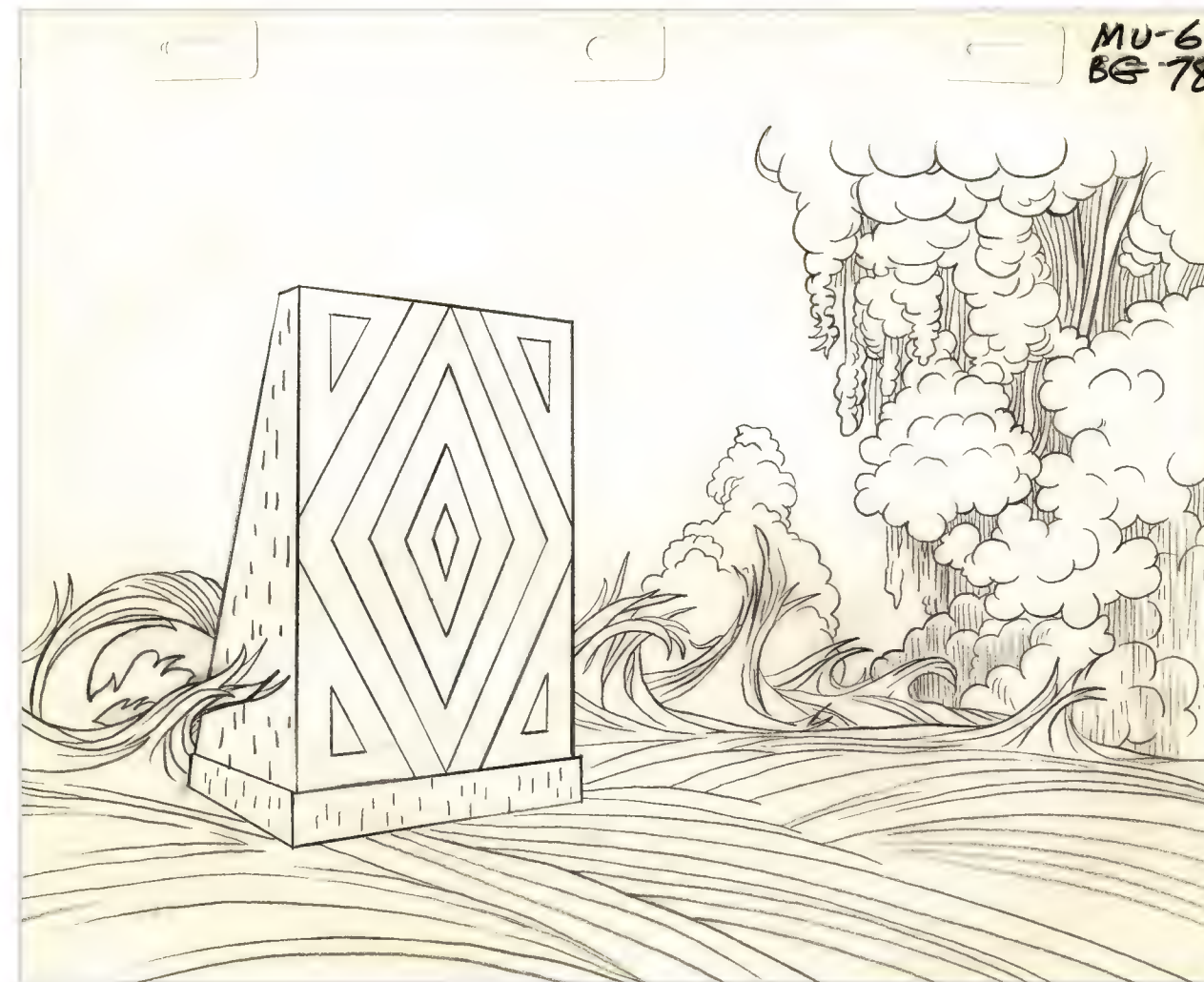
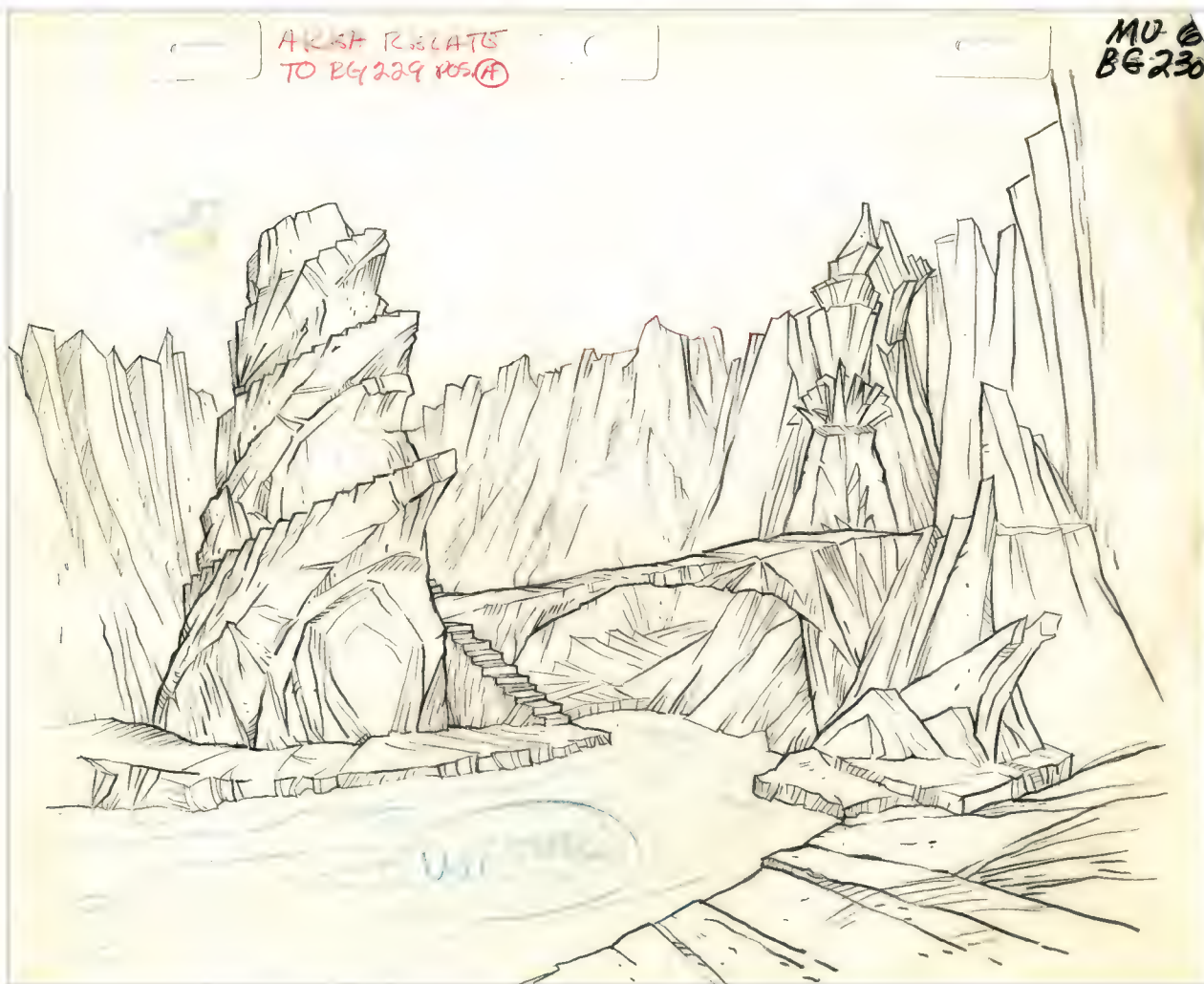
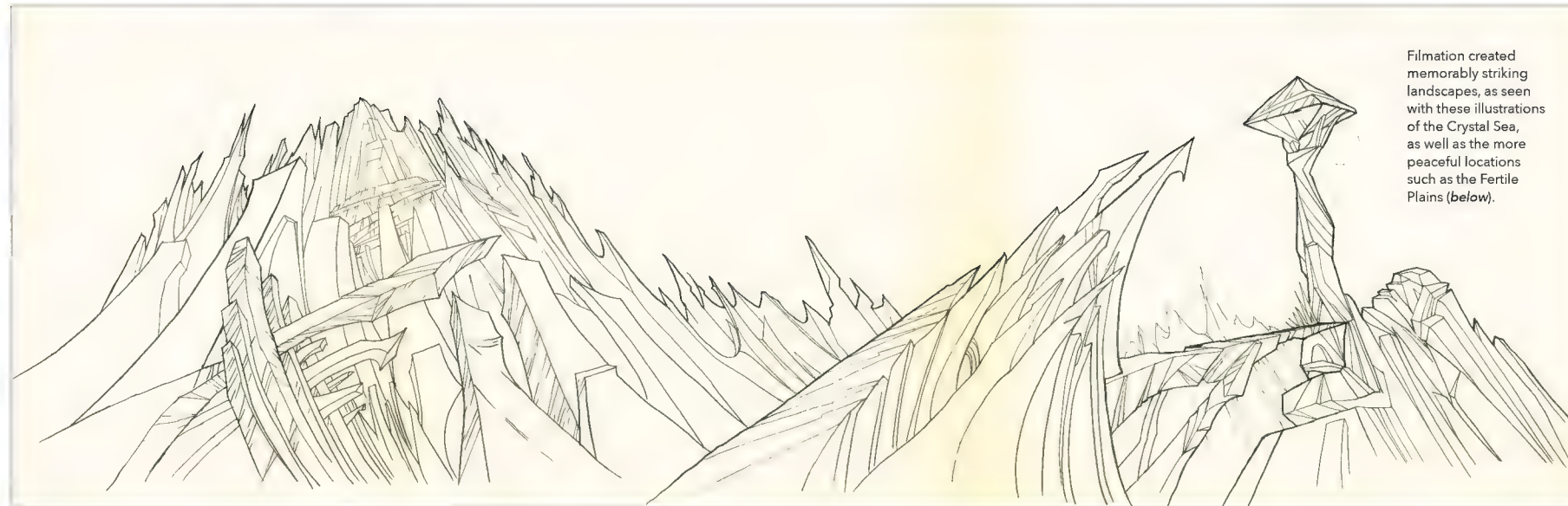
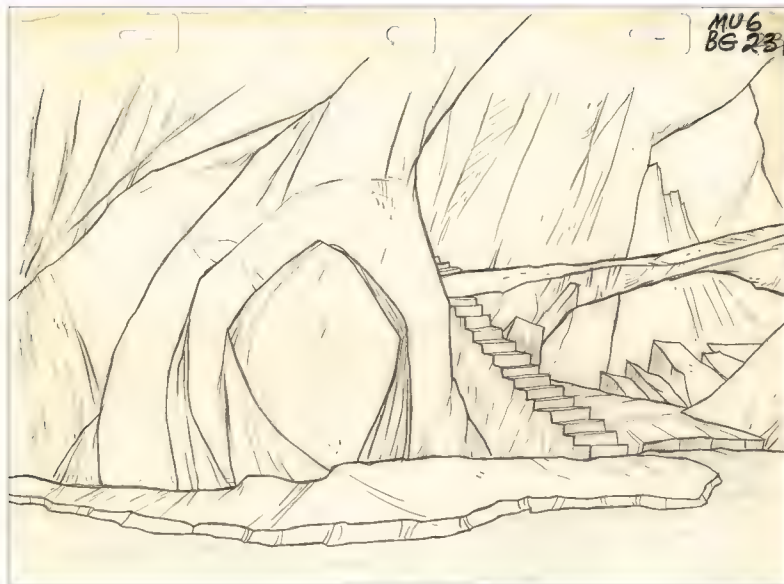
• This is the only time in the series that Mer-Man's Fish Men make an appearance.

• Bakkull was supposed to resemble a creature inspired by the works of the twentieth-century master of weird fiction Howard Phillips Lovecraft.

• Quite a few of the images in this episode would be used to promote the series, most notably Teela's first appearance in the episode, where she walks into the shot, and Prince Adam and Cringer's repairing of the Sky Sled.

• This episode is one of three that were used in the direct-to-video movie *The Greatest Adventures Of All*, which premiered at Mann's Chinese Theatre in Los Angeles.





THE CURSE OF THE SPELLSTONE

CAST Battle Cat, Cringer, Evil-Lyn, He-Man, King Helios, King Randor, Man-At-Arms, Orko, Prince Adam, Queen Marlena, Ram Man, Skeletor, Stratos, Teela, Trap Jaw



MEMORABLE QUOTES

"A voice in the crowd can do more damage than even this storm!" [Evil-Lyn, in disguise, prepares her verbal assault on the Royal Palace]

"There is no way out!" [Skeletor reveals the predicament of He-Man's trap]

BONUS

WIZARD OF WEAPONS: Toward the end of the episode we see Trap Jaw sporting his Saw Blade attachment. It serves no purpose in the episode and is simply attached in a couple of shots. Interestingly, in some canons, the Saw Blade was mentioned as one of the character's three main attachments.

SYNOPSIS In the Region of Flame, Skeletor and Evil-Lyn invade the Temple of the Fire People in order to take possession of the Spellstone. At the Royal Palace, Man-At-Arms is demonstrating his new weather-controlling satellite to King Randor when an incredibly fierce storm destroys it. The storm is so powerful that Man-At-Arms deduces that someone evil is using the power of the Spellstone.

He-Man, Battle Cat, Ram Man, and Stratos head for the Temple of the Fire People, where they are immediately confronted by Skeletor. The villain unleashes his Hover Robots against the Heroic Warriors, and a lengthy battle ensues.

Meanwhile, Evil-Lyn, in disguise, manages to convince a large group of villagers that those inside the Royal Palace have angered the Eternian Elders with their inventions. With their help she is quickly able to obtain the Creeping Horak, a fearful fungus that destroys all in its path, and launches it toward

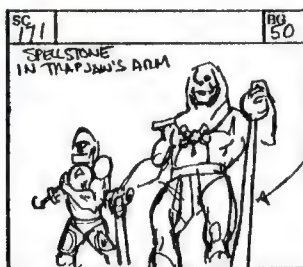
the palace. King Randor, Queen Marlena, Man-At-Arms, Teela, and Orko run for their lives as the Creeping Horak slowly begins to envelop the palace.

In the Region of Flame, Skeletor manages to trap the heroes in an endless maze of underground tunnels. He-Man and his friends manage to escape but find themselves face to face with the Fire People, the guardians of the Spellstone. Believing that the heroes have taken the Spellstone, the Fire People attack, but when He-Man saves their leader, King Helios, from a serpent, they are allowed to continue on their quest.

Back at the Royal Palace, the Creeping Horak has trapped those inside. When it seems that all is lost, He-Man appears and manages to rescue the Spellstone from Skeletor's clutches. He-Man hurls the Spellstone at the Creeping Horak, and the fungus disappears, with the Spellstone returning to the Temple of the Fire People.

MORAL MAN-AT-ARMS. "You've all seen how Orko's magical tricks don't always go the way he planned. Sometimes they backfire on him! The same thing is true of practical jokes. Sometimes they don't go the way you planned and you, or someone else, can get hurt! So be sure and think twice before playing a joke or a trick on anybody. It might not go the way you planned and someone could wind up losing a finger, or an arm, or maybe even an eye. And no joke is worth that, is it? See you again soon . . ."

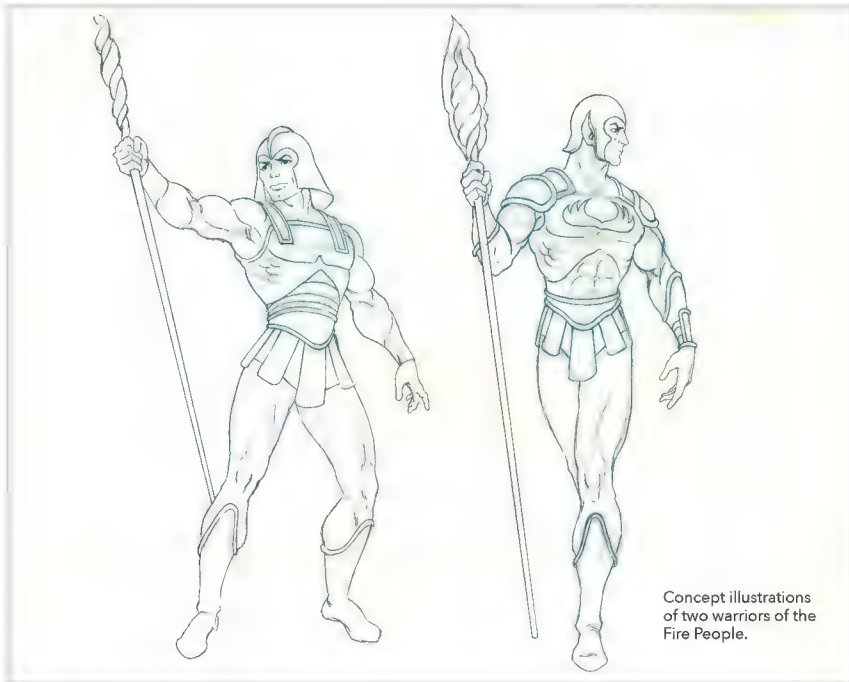
REVIEW This episode has many good things going for it; best of all are the two story lines that run concurrently. We feel a real sense of danger as those in the Royal Palace are threatened by one of the best plot devices in the series, the Creeping Horak. And the action-packed adventures of the Heroic Warriors as they battle Skeletor's Hover Robots and the Fire People are executed to perfection. At times the script is a tad haphazard, and it switches locations just as we are getting settled. There is little to no character writing in this episode, but that does not matter. This episode revels in the fact that it is an entertaining action-adventure story. **7/10**



SAME/AS

The serpent that attacks the heroes would later appear in "Double Edged Sword" as a Spidasaur summoned by Mer-Man.

The animation sequence that shows a close-up of He-Man running through the caverns as Skeletor's voice rings out would later be used in "Colossor Awakes."



DELETED SCENES

In his battle with the horde of Hover Robots in the Temple of the Fire People, He-Man was supposed to destroy many of them with his shield.

A scene removed due to time constraints had King Helios returning He-Man's kindness by repairing the Heroic Warriors' damaged Attak Trak.

In the original script, He-Man uses a staff that belongs to one of the Fire People to prop open the serpent's mouth as it prepares to devour King Helios.



TRIVIA

- This episode was loosely based on the Filmmation script premise "Eternia's Ordeal," in which the angry citizens plan to revolt when a series of storms threaten Eternia.

- Although not named during the episode, the old lady that Evil-Lyn transforms herself into is called Zenia in the script, and the three prominent villagers are known as Old Zak (the old man), Jaymar (the young man), and Bran (Jaymar's wife).

- The giant, twister-like beams of magic that we see at the Region of Flame were originally used in the *Blackstar* episode "The Overlord's Big Spell."

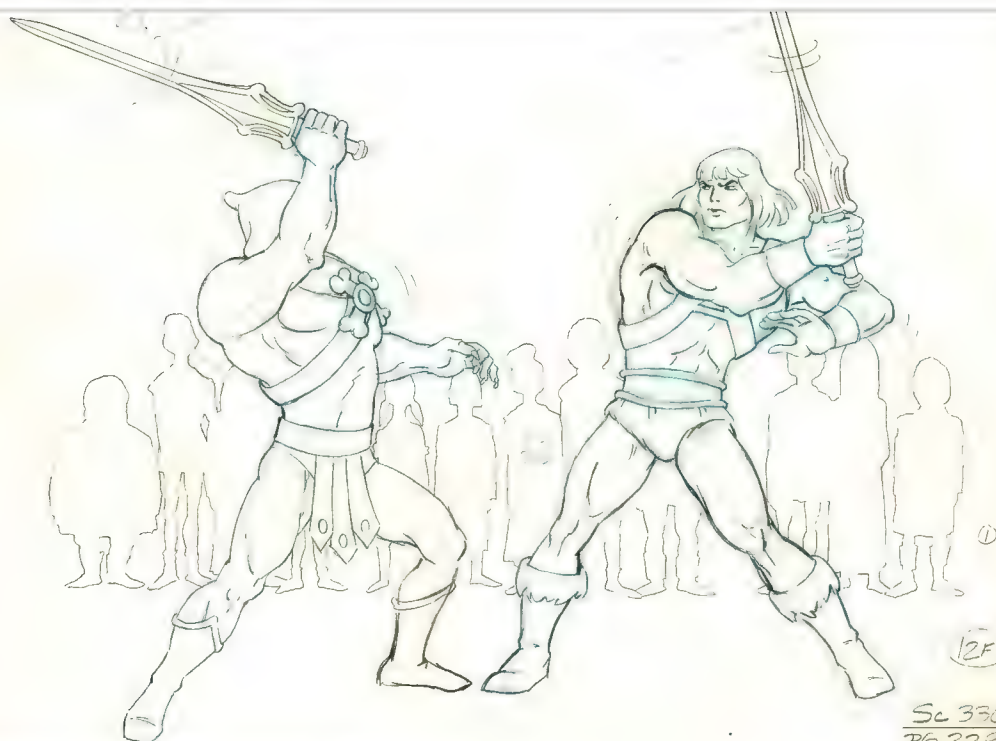
- Toward the end of the episode, it can be seen upon careful inspection that Trap Jaw is shown for the first and only time in the series with his Saw Blade attachment.

- During his duel with He-Man, Skeletor wields a sword that confusingly appears to be an exact replica of the Sword of Power.

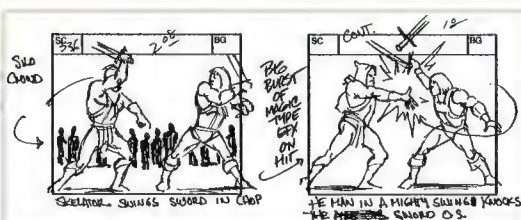
- Marc Scott Zicree, the writer of this episode, wrote *The Twilight Zone Companion*, a detailed history of Rod Serling's series *The Twilight Zone*.

- Although impossible to see, Evil-Lyn's pupils are actually catlike in design.





Sc 336
BG 329
HC 336
MU-7



He-Man and Skeletor duel, in the only time in the series we see the Lord of Destruction wield a sword similar to He-Man's.

Sc 336
MU-7



Above: Ceria was conceptualized to be a member of Stratos's race of Bird People, but her character was completely removed from the final script.



Above: Old Zak went through many different designs, all of which sported the long beard.



THE TIME CORRIDOR

CAST Battle Cat, Cringer, Fang Man, He-Man, Man-At-Arms, Olo, Orko, Prince Adam, Skeletor, Sorceress, Tri-Klops, Zilora, Zoar



MEMORABLE QUOTES

"It will spin throughout time, moving faster, growing larger, until, in years to come, it will explode, destroying Castle Grayskull forever!" [Skeletor explains the Wheel of Infinity to He-Man]

"You have the thanks of Castle Grayskull, He-Man." [The Sorceress thanks He-Man for his aid]



SYNOPSIS At Snake Mountain Skeletor reveals his newest weapon to Fang Man and Tri-Klops: the Wheel of Infinity. The villain explains that he and his henchmen are to journey back to a time when there was no Castle Grayskull and start the Wheel of Infinity spinning.

In the Eternian countryside Prince Adam, Cringer, Man-At-Arms, and Orko are having a peaceful picnic when Zoar summons them to Castle Grayskull. Inside the castle the Sorceress tells them that Skeletor is in the past, working alongside the Ape Clan in a plot to destroy Castle Grayskull with the Wheel of Infinity.

Within moments He-Man and his friends enter the Time Corridor and travel back to Eternia's past. Immediately they are confronted by the Snake Clan, a hostile group of warriors led by Zilora.

After saving Zilora from a Dragosaur, the heroes learn that Skeletor has managed to

create a war between the Ape Clan and the Snake Clan. Teaming up with the Snake Clan, the heroes storm Skeletor's fortress. During the battle Zilora is captured by Skeletor and taken to Dragosaur Isle.

He-Man, Battle Cat, Man-At-Arms, and Orko journey to the island and find themselves facing the many dangers that the jungle has to offer. He-Man saves Zilora from Skeletor's clutches, and the Sorceress appears to them in a vision, sending them back to the fortress, where Skeletor sets the Wheel of Infinity spinning. He-Man spins the wheel faster, setting off an imminent explosion. Skeletor quickly makes his escape, forcing He-Man to punch the Wheel of Infinity into space, where it explodes.

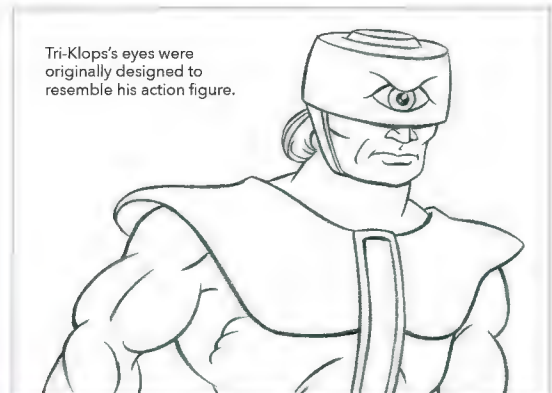
The Sorceress summons He-Man and his friends back to the present, where she explains that the Snake Clan and the Ape Clan are friends once more and the heroes have earned the thanks of Castle Grayskull.

MORAL HE-MAN. "As we've just seen, Skeletor went back into the past to make evil things happen. In reality, no one can go back into the past... That's only make-believe. But we can try to learn from the past. From things that have happened to us, and try to apply them toward being better people today. Remember, it's today that counts... so make it the best day possible. Until next time, this is He-Man wishing you good health... and good luck." **BATTLE CAT.** [Roars]

REVIEW This story, which feels very much like an early episode of *He-Man*, is paced quite slowly to begin with. It is only when the heroes find themselves in the past that the episode finds its feet. What it does best of all is create a sense of unfamiliarity in Eternia's past. With the help of a wealth of original backgrounds, we are ourselves transported with the heroes to an unfamiliar time and place. While the quality of the animation moves between good and bad, the storytelling and dialogue are great. Larry DiTillio successfully maintains the heroes as the stars of the episode, and their adventure in the past is thoroughly enjoyable. **6/10**



Tri-Klops's eyes were originally designed to resemble his action figure.



SAME/AS

The animation from "Diamond Ray of Disappearance" of He-Man fighting Mer-Man is reused in this episode, replacing Mer-Man with Olo.

The rotoscoped animation of Skeletor picking up the unconscious Zilora is based on the stock rotoscope

animation of He-Man picking up an unconscious individual.

Dragosaur Isle and all its backgrounds would later be used in the episode "Island of Fear."



DELETED SCENES

In the opening scene a large sequence had Skeletor, Panthor, Fang Man, and Tri-Klops entering their own time corridor to Eternia's past.

In the script, Cringer attempts to escape Castle Gray-skull, only to run into a large gargoyle statue that scares him.

A scene cut for time had Zilora take the heroes to the Snake Clan's camp shortly after the Dragosaur attack; there she thanks them while seated on her throne.

Shortly after arriving on Dragosaur Isle, Tri-Klops was supposed to attack the heroes by throwing a boulder at them from atop a large staircase.

Originally, a glowing gem on Zilora's forehead enabled the Sorceress to speak to the heroes. Possessed by the Sorceress, Zilora raised her arms and transported them to the fortress.



TRIVIA

- This episode was loosely based on the Filmation script premise "The Time Machine," in which Skeletor builds his Castle of Evil to prevent the existence of Castle Grayskull.

- Five or so writers had already tried to make this episode's script work when Larry DiTillio was asked to fix it. He daringly rewrote the entire script from scratch.

- This episode features a one-of-a-kind title card background, showing an area behind Snake Mountain's Blood Falls.

- This was Fang Man's only appearance in the series, though he was being touted as a regular Evil Warrior for a brief time.

- The invisible talking being we hear at the beginning is referred to in the script as Darkspy but remains unnamed in the episode.

- Zilora is described as looking a lot like Teela in the script, and much of her character animation is based on Teela's rotoscoped movements.

- Gerald Forton designed the character of Zilora.

- The fortress is oddly described in the script as a "perverted Castle Grayskull."

- He-Man makes two separate strange references to toothpicks during the attack on Skeletor's fortress.

- During this episode, in numerous long shots, Man-At-Arms can be seen with the mace that came with his action figure.

- In the series bible it is stated that Fang Man can breathe sleeping gas, much like Kobra Khan would do in the latter part of the series.



BONUS THE POWER OF HE-MAN:

He-Man spins the Wheel of Infinity against the flow of time itself, creating a chain reaction. He then punches the spinning wheel into outer space, where it explodes.

THE DRAGON INVASION

CAST Battle Cat, Beast Man, Chopper, Cringer, Evil-Lyn, He-Man, King Randor, Man-At-Arms, Mother Dragon, Orko, Panthor, Prince Adam, Queen Marlena, Ram Man, Skeletor, Sorceress, Stratos, Teela, Trap Jaw, Zor



MEMORABLE QUOTES

"I'm so powerful, I even impress myself!" *[Skeletor is quick to give himself praise]*

"Grayskull has fallen, He-Man-to me! The Sorceress is my prisoner—and with her power added to the Dragonpearl, all of Eternia will be mine!" *[Skeletor declares victory]*

BONUS THE SAVAGE HENCHMAN: We witness Beast Man talk back to Skeletor twice in this episode. Now, that may not seem like a big deal, but on the second occasion the villain does reveal his plan to one day usurp Skeletor's power.

SYNOPSIS At Dragonmount, Skeletor and Beast Man steal several of the Mother Dragon's eggs. Skeletor explains to Beast Man that he is now in possession of the powerful Dragonpearl.

A short while later at the Royal Palace, King Randor, Queen Marlena, Prince Adam, Cringer, Man-At-Arms, and Teela are being entertained by Orko's magical spells. When a crashing noise interrupts, they all head to the window to investigate. A baby dragon appears, much to the delight of Orko, but the creature suddenly grows to full size and begins to attack the palace. He-Man, Battle Cat, and the heroes battle the dragon, with Man-At-Arms freezing the creature with a Stasis Ray, his latest invention.

As the dragons, under the control of Beast Man, begin to create havoc across all of Eternia, Skeletor and his Evil Warriors journey to Castle Grayskull. Using the power of the Dragonpearl, Evil-Lyn is able to defeat

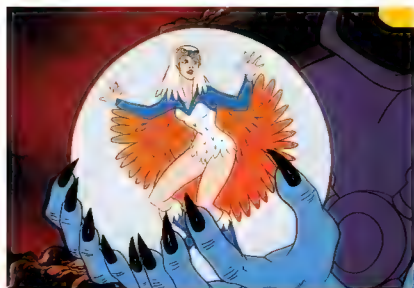
the Sorceress and trap her inside the pearl. Skeletor, Panthor, Evil-Lyn, Chopper, and Trap Jaw enter the castle.

When the Heroic Warriors arrive at Castle Grayskull, they discover that Skeletor has put up a force field around the castle. Orko suggests that teamwork might solve the problem, prompting He-Man and Teela to journey to Snake Mountain in an effort to end Beast Man's hold over the dragons. Teela freezes Beast Man with the Stasis Ray, and, with his control broken, the dragons immediately become friendly.

Back at Castle Grayskull, the dragons, using their ability to breathe fire, aid the heroes in breaking through Skeletor's force field. The Heroic Warriors fight the Evil Warriors inside the castle, but Skeletor escapes. At Snake Mountain He-Man and Skeletor battle, with the Dragonpearl accidentally falling into Blood Falls. The Mother Dragon rescues the pearl, and the Sorceress is freed.

MORAL ORKO. "In today's story, Skeletor tried to conquer Eternia by using animals in an evil way! Animals, like all living things, should be treated with kindness and respect. I hope that those of you who have a dog, or cat, or maybe even a hamster, remember that. When we have a pet we also have a responsibility because they depend on us. But you can be sure of one thing: however much we love them, they return that love, and more. Well, time for me to disappear. Bye!"

REVIEW Out of all the episodes in the series, this one has to be one of the most action packed, delivering confrontations and surprising conflicts as the story unfolds. We see a large cast of both heroes and villains, and yet all get a decent amount of screen time, with none of them feeling forced into the script. Skeletor's conquering of Castle Grayskull and his battle with He-Man at Snake Mountain provide the benchmark for all such future conflicts in the series. It should be noted that the pacing throughout the episode is nearly perfect, especially the way in which Skeletor conquers Castle Grayskull. This episode represents everything that is good about the conceptual beginnings of the series. **E/10**



THE DRAGON INVASION

MU #66009

ACT ONE

NOTE TO PAINT DEPT:

THE MOTHER DRAGON SHOULD BE PAINTED A SLIGHTLY DIFFERENT SHADE OF GREEN SO THAT WE WILL BE ABLE TO DISTINGUISH HER FROM ALL OTHER DRAGONS -

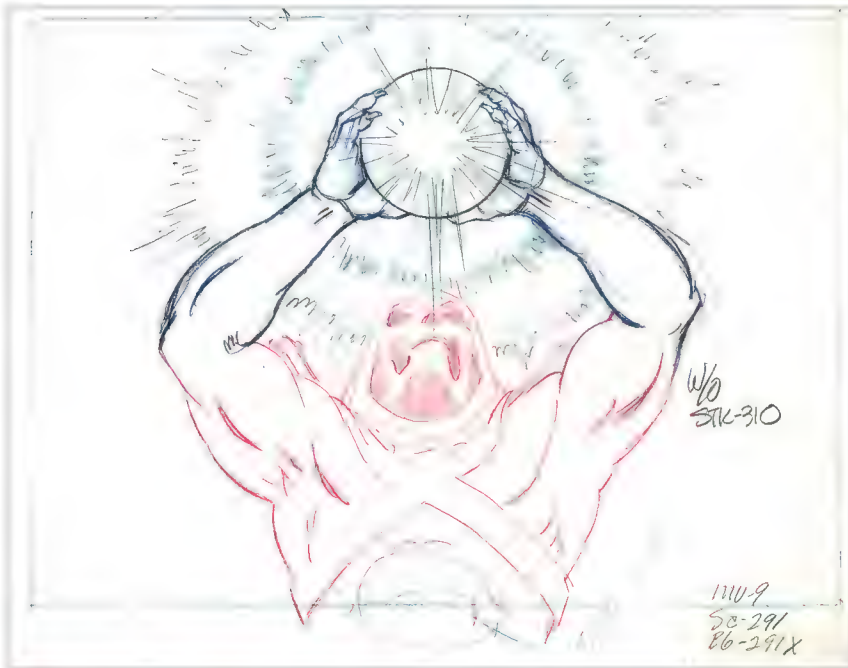
STORYBOARD BY DON MANUEL

SAME/AS

The shadow of Prince Adam unsheathing the Sword of Power and calling upon the power of Grayskull is used again in "The Greatest Show on Eternia."

Man-At-Arms' Stasis Ray would later appear in "Return of the Gryphon" as a malfunctioning Freeze Ray.

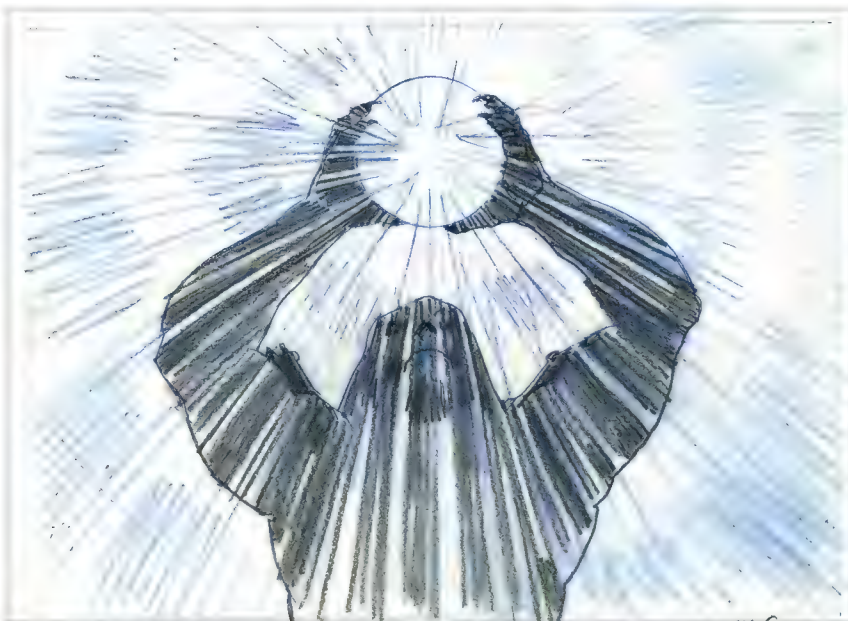
The fight scene between the giant-sized Skeletor and He-Man was reanimated shot for shot for a fight between an Ice Hacker and He-Man in "The Dragon's Gift."



DELETED SCENES

A removed scene had Skeletor and the Evil Warriors arriving at Castle Grayskull, with Orko bearing witness to the event hidden behind a nearby tree.

In the script, when the dragons become friendly, Man-At-Arms, on his android horse, herds a docile dragon as Stratos appears by his side.



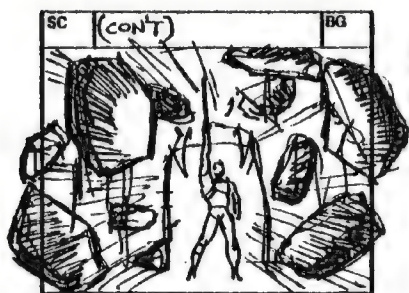
TRIVIA

- This episode was loosely based on the Filmation script premise "Dragon Seeds," in which Beast Man commands a deadly dragon to lay eggs across Eternia.
- When writing the first draft of the script, Michael Reaves was unable to take the name "He-Man" seriously, and so he used a pseudonym for the character throughout.
- Although never named during the episode, according to the script, the location at the beginning of the episode is known as Dragonmount.
- Numerous artists at Filmation took turns designing the look for the dragons of Eternia.
- Michael Reaves decided to write the scene where Prince Adam is crushed during the transformation to see if he could interrupt the stock transformation sequence.
- Two versions of the scene when Skeletor confronts the Sorceress at Castle Grayskull exist. In the original version, the Sorceress appears at the window in the form of Zoar and transforms into her human form, thereby breaking continuity by revealing her falcon form to Skeletor. The corrected version has the Sorceress simply appear at the window already in her human form.
- This episode features the only appearance of Chopper, who was based on the forthcoming action figure Jitsu, though neither name is mentioned during the episode.
- In the storyboards Chopper/Jitsu is not present; instead it is Strongarm who is the villain, though he is confusingly named "Chopper."
- Chopper's head was reduced in size very late in production to make him look more muscular.
- According to Larry DiTillio, Jitsu, whose character was considered a stereotype of Asians, was never used again, and Filmation pulled the character to avoid causing offense.
- Bruce Timm, who did layouts on this episode, went on to create and direct the now-legendary *Batman: The Animated Series*.
- When released to home video, this episode had the original introduction featuring an alternate line of dialogue during He-Man's narration. Instead of "the evil forces of Skeletor," his line referred to "the evil Masters of the Universe."





A stunned Teela,
literally shaken by the
appearance of a dragon,
loses her grip on the
Stasis Ray.



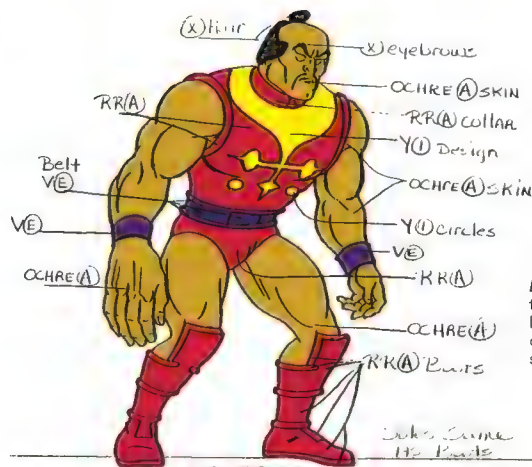
ROCKS EXPLODE OF US AS WE REVEAL HEMAN -

HE MAN (VU)
I have the power!



TRK IN AS SORCERESS STRUGGLES IN PEARL IN AURA OF ENERGY SURROUNDS HER

ROCKS
JITSU

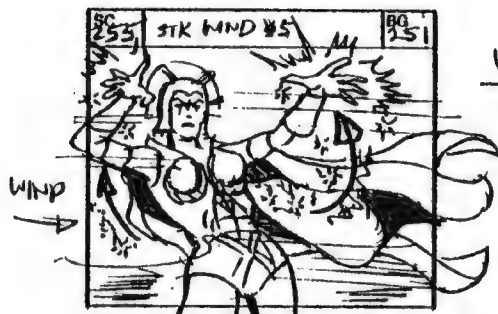


CHOPPER

Left: The action figure that would come to be known as Jitsu made his only appearance of the series in this episode.



Above: The powerless Sorceress, now trapped within the Dragonpearl, is a prisoner of Skeletor.

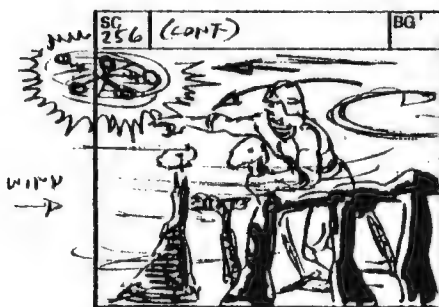


SHE GESTURES W/ BOTH HANDS -
AND WIND APPEARS, BLOWING
THRU SC -

WIND
→

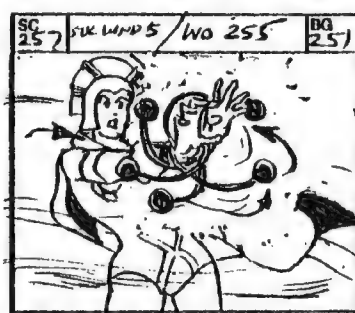


THE WIND KNOCKS MAN/AT BACKWARD.
HE GRABS A RAILING AND SPINS
BOLOS



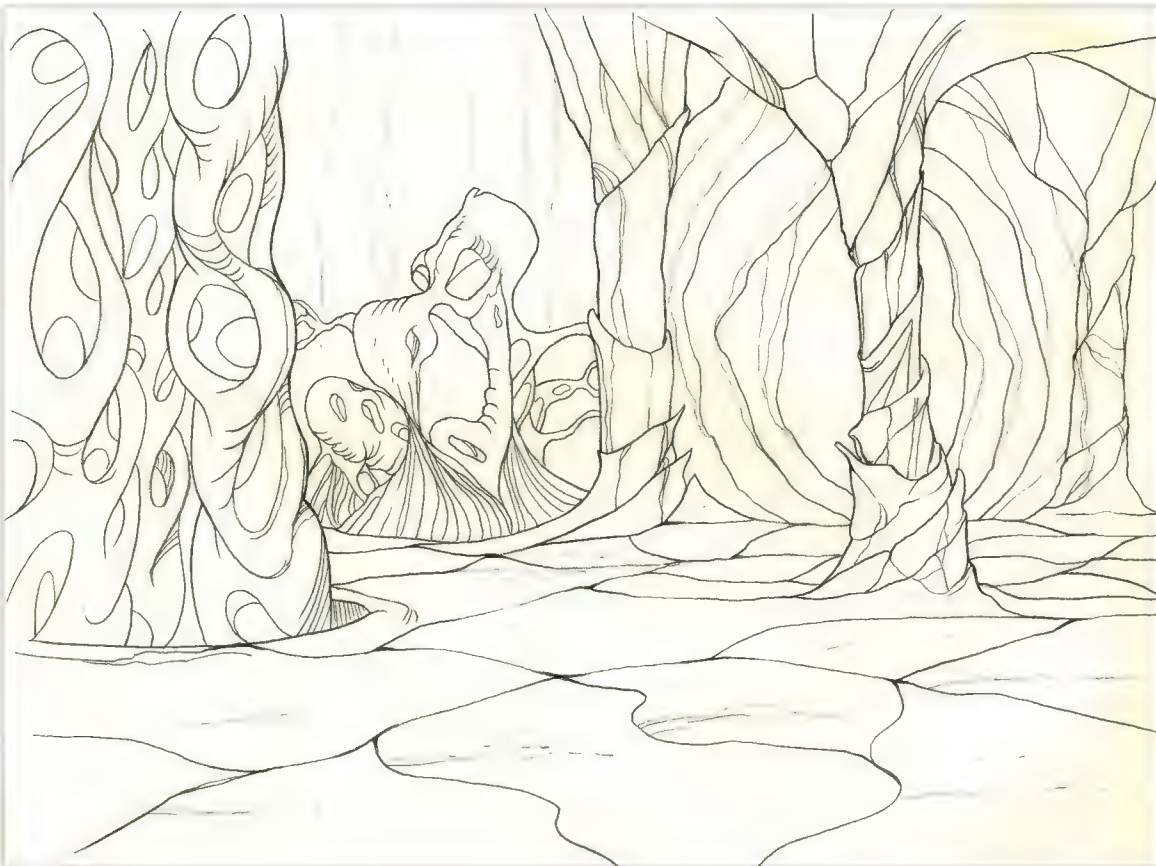
HE THROWS BOLD AS

WIND
→



THE BOLS WRPP TIGHTLY
AROUND EVIL-LYN'S WRISTS -

Left: Don Manuel's
storyboards show a
deleted scene in which
Man-At-Arms uses a
bolo to stop Evil-Lyn.





Many artists at Filmation took turns designing the look of the dragons that appeared in the series, with this design being the final approved model.

A FRIEND IN NEED

CAST Battle Cat, Cringer, He-Man, Ileana, Jarvan, King Randor, Man-At-Arms, Orko, Prince Adam, Queen Marlena, Teela, Zikran



MEMORABLE QUOTES

"Please! I need your help!" [A desperate Ileana begs Jarvan for more potion]

"It made me feel good at first, but it wore off, and I needed more and more." [Ileana admits to her addiction]



SYNOPSIS Ileana and her father Zikran arrive at the Royal Palace, where Zikran intends to demonstrate his Transmutator invention. Just as Teela and Ileana prepare to go for a ride on their android horses, Orko appears and warns the pair that Jarvan the sorcerer has escaped from a prison mine. Undeterred, Teela and Ileana head off on their jaunt. In a geyser field Jarvan appears, swearing to take revenge upon both King Randor and He-Man. Hearing the approach of Teela and Ileana, Jarvan hides and attempts to frighten them off by magically activating the geyser field. Teela is thrown from her horse and knocked unconscious, prompting Ileana to call for help.

He-Man and Battle Cat race to aid the pair, spurring Jarvan to instigate a plan. Seeing a weakness in Ileana, Jarvan, in disguise as an old woman, gives her a magic potion that he claims will make her feel anything she wants

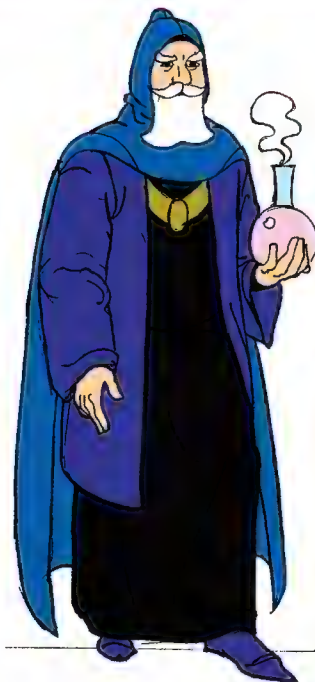
to feel. Jarvan leaves Ileana a ring she can use should she ever need to summon him. Once the high of the potion has worn off, Ileana summons Jarvan and requests more.

Taking Prince Adam out in her father's air car, she nearly kills him and herself. Jarvan, knowing that Ileana is now dependent on the potion, demands that she bring him the Transmutator. With great regret, Ileana eventually carries out the task—and is shocked when the old woman reveals herself to be Jarvan.

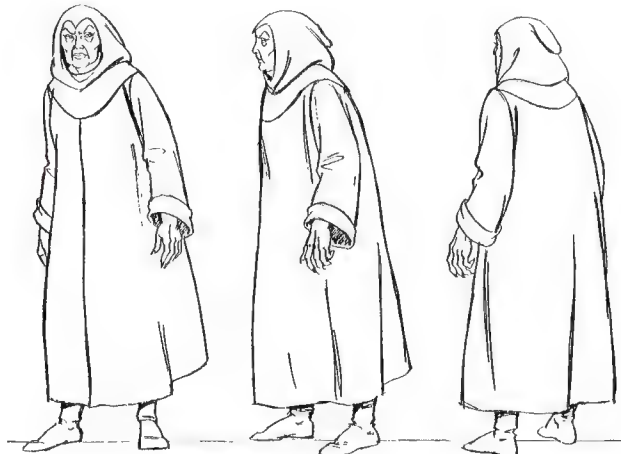
Upon hearing the news, Prince Adam transforms into He-Man and begins to do battle with Jarvan. The villain uses the Transmutator to shrink the Royal Palace, but He-Man manages to stop the palace from shrinking, causing the Transmutator to explode. Using the ring, Ileana summons Jarvan back to the Royal Palace, where she shows great courage and captures him.

MORAL HE-MAN. "In today's story, Ileana tried taking a magic potion which she thought would help her. Well, she found out there aren't any magic potions. And you know what? There aren't any magic drugs, either! Any time you take one from anybody but your parents or your doctor, you're taking a very big chance—you're gambling with your health—maybe even your life! Drugs don't make your problems go away. They just create more!"

REVIEW The first episode of the series in which Skeletor does not make a nuisance of himself proves that Eternia has a wealth of interesting characters. Much of the episode focuses on Ileana and Jarvan, and considering the strength of the writing, this proves to be a wise move. The music that accompanies the scenes between Ileana and Jarvan is, at times, haunting. Linda Gary acts out Ileana's character, and her addiction, to perfection, and while the episode does have a fair amount of action, make no mistake: this is a character-driven episode with a hard-hitting moral if ever there was one. **8/10**



Right: The disguise that Jarvan assumes in this episode was previously used by Evil-Lyn in "The Curse of the Spellstone."

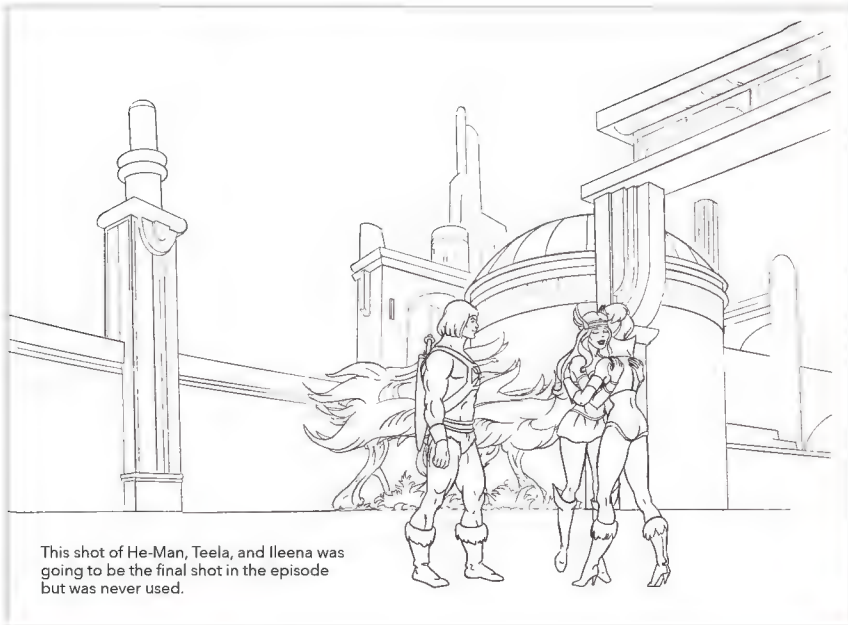


SAME/AS

The animation of Orko wiggling his fingers as he tells Teela and Ileenaa about Jarvan's history uses a sequence previously seen in "Diamond Ray of Disappearance."

The character designs of Zikran and Jarvan would later be used for Brindle and Zem, respectively, in

the episode "The Return of Granamyr." The character design of Zem would be further used, if slightly altered, for the character Spyster in the *She-Ra* episode "The Inspector."



This shot of He-Man, Teela, and Ileenaa was going to be the final shot in the episode but was never used.

DELETED SCENES

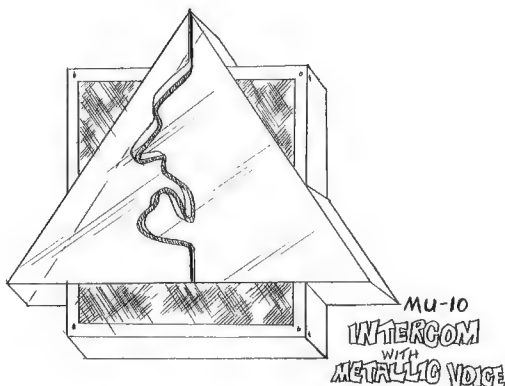
In the original opening scene, Teela was lounging alongside Prince Adam and Orko, all three excited about the impending arrival of Ileenaa.

When Ileenaa begins crying in the geyser field, Battle Cat was supposed to rub his head against her, calming her down.

In the script it is indicated that Teela is jealous of Prince Adam's attention to Ileenaa when he and Teela see her sitting in the throne room.

When Ileenaa tells the gathered crowd that she gave the Transmutator to Jarvan, there was to be a large explosion, allowing Prince Adam to run off in the commotion.

In the script the Transmutator encases He-Man in rock from the neck down, making his breakout all the more impressive.



TRIVIA

• This is one of five episodes in which the title stays on the screen during the writer and director credits.

• We see the android horses make their debut in this episode. In "Pawns of the Game Master," one of the android horses would be given the name "Strider"—a precursor to the Mattel toy Stridor.

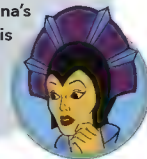
• Jarvan is described in the script as having "scrawny legs and a potbelly," which the character designer carried through to production.

• Jarvan's summoning spell, *em ot emoc*, is actually the phrase "come to me" backward.

• Though her words are slightly muffled by the sound of the air car, Ileenaa oddly calls Adam a "fun stopper."

• When He-Man, falling from the sky, grabs hold of a tower, we see his mouth move, but nothing comes out. The dialogue, as indicated in the script, is actually "Thank goodness!"

• In her character model sheet, Ileenaa's midriff was covered by armor—this did not translate to the screen.

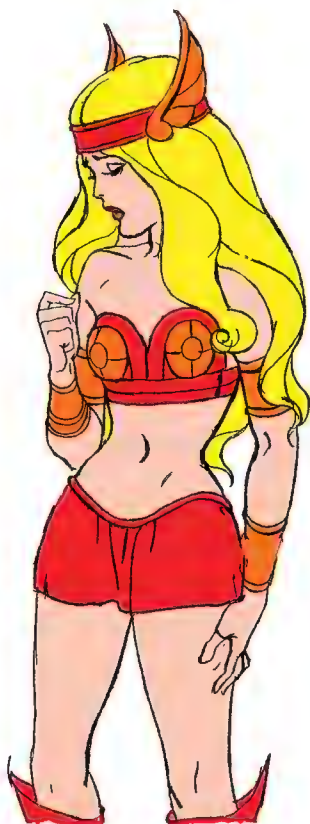
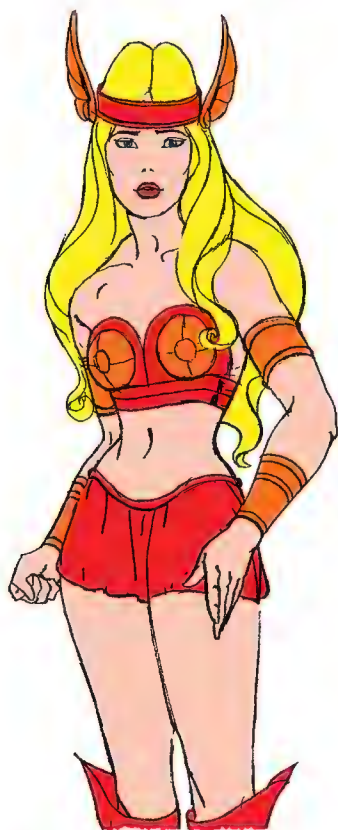


BONUS THE POWER OF HE-MAN: He-

Man proves that his muscle is stronger than science in this episode, when he battles the Transmutator and manages to stop the entire Royal Palace from shrinking. The Transmutator, in response, explodes.



Illeena was designed to have her midriff covered with armor. However, when the episode was produced, her midriff was exposed.





cc-196
195
410-18

MU-10

JARVAN



Unlike most individuals in the series, Jarvan was actually out of shape!

MASKS OF POWER

CAST Aran, Aroo, Demos, He-Man, Man-At-Arms, Oona, Orko, Prince Adam, Skeletor, Sorceress, Tyrella



MEMORABLE QUOTES

"Stop! You don't know what you're doing! You must not put the masks on!" [Adam's warning to Aran and Oona falls on deaf ears]

"I bow to no one!" [Skeletor does not take too kindly to Demos's command]

"I think I gave the wall a stomachache." [He-Man destroys the wall that had previously devoured him]



SYNOPSIS At the behest of the Sorceress, Prince Adam, Man-At-Arms, and Orko journey to find the City of the Ancients. After wading their way through dense jungle, they find the city but are unaware that Skeletor is spying on them.

At Snake Mountain, Aran and Oona, a couple of would-be villains, present themselves to Skeletor, wishing to serve him. He sends them to retrieve the Masks of Power from the City of the Ancients as a test. Inside the city the heroes begin to doubt that they are alone, and Orko senses an evil power in the air. Searching the city, they soon discover the presence of Aran and Oona, and follow them. The villains locate the Masks of Power and decide to put them on, failing to heed Prince Adam's desperate warning. Placing the masks on their faces, Aran and Oona are transformed into Demos and Tyrella, powerful magicians from Eternia's past. Prince

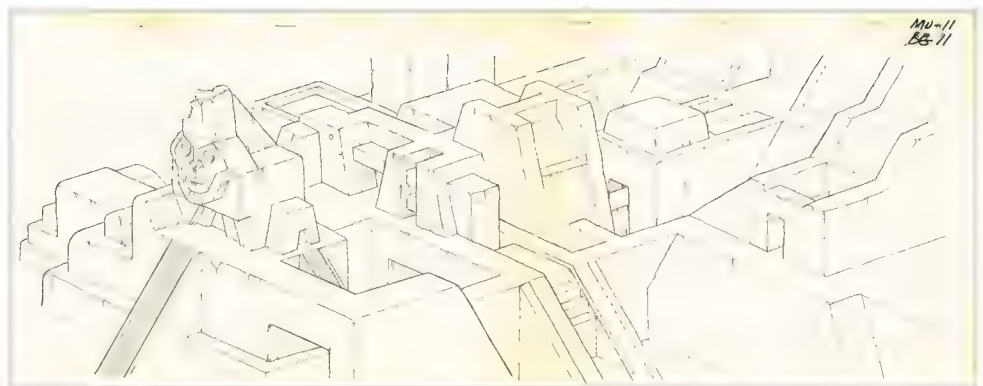
Adam quickly transforms into He-Man, but the pair escape, summoning Aroo, protector of the masks. While Demos and Tyrella head for Snake Mountain, He-Man, Man-At-Arms, and Orko do their best to battle Aroo.

They manage to escape and journey to Castle Grayskull, where the Sorceress informs the heroes that Demos and Tyrella seek the Sword of the Ancients, located under Snake Mountain. Meanwhile Demos and Tyrella effortlessly defeat Skeletor and continue to make their way through Snake Mountain. He-Man and Man-At-Arms arrive at Snake Mountain and give chase as Skeletor takes an interest in the situation.

Demos and Tyrella locate the Sword of the Ancients but fail in their mission when He-Man retrieves the sword, which joins with his own Sword of Power. With the Sword of the Ancients beyond their reach, Demos and Tyrella vanish, and Aran and Oona return.

MORAL TEELA. "All of us make mistakes and Oona and Aran made a big one. But when they realized what they had done, they didn't lie about it, they didn't try to cover it up . . . Instead they admitted it. As He-Man said, admitting you're wrong takes courage, but when you do, you've taken the first big step toward making up for it!" **ORKO.** "Of course, if you're like me, you never make a mistake." **TEELA.** "Orko . . ." **ORKO.** "Guess I'd better disappear. Oops . . . I think I made a mistake!"

REVIEW The first few minutes of this episode almost effortlessly create a strong aura of suspense and mystery as the heroes discover the City of the Ancients. As soon as Demos and Tyrella appear, we are treated to numerous action scenes at breakneck speed. Not only do we get all this action, but at Castle Grayskull we are given a lesson on the history of Eternia. The fact that the Sword of the Ancients is located deep within Snake Mountain is a great plot twist. There is a moment during the story where the pace seems to slow down, but when He-Man and Man-At-Arms face off with Demos and Tyrella, we find that the episode delivers exactly what we are expecting. **6/10**

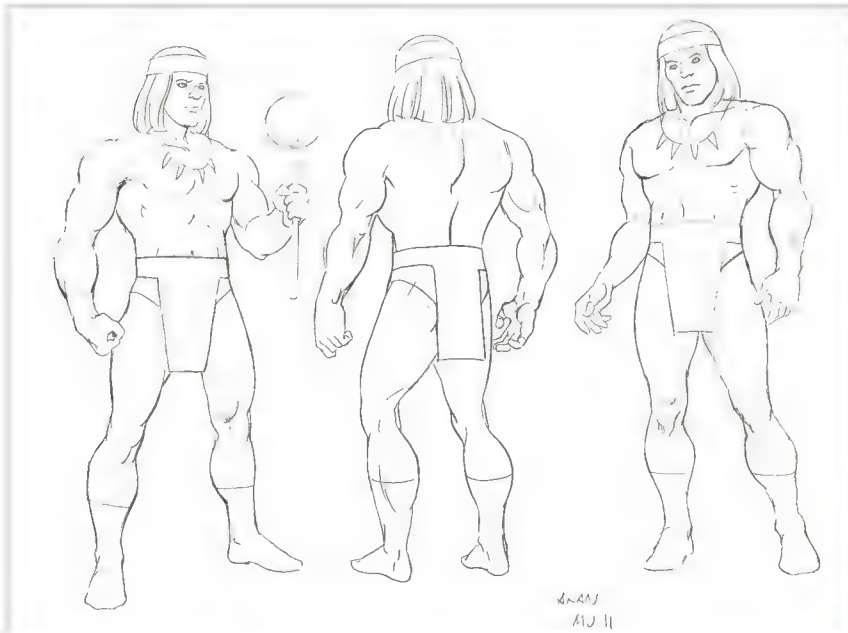


SAME/AS

Oona's character model would later be used for Karyn in the episode "Wizard of Stone Mountain."

The design of the monster Aroo would be reused for Braylok in "The Return of Granamyr."

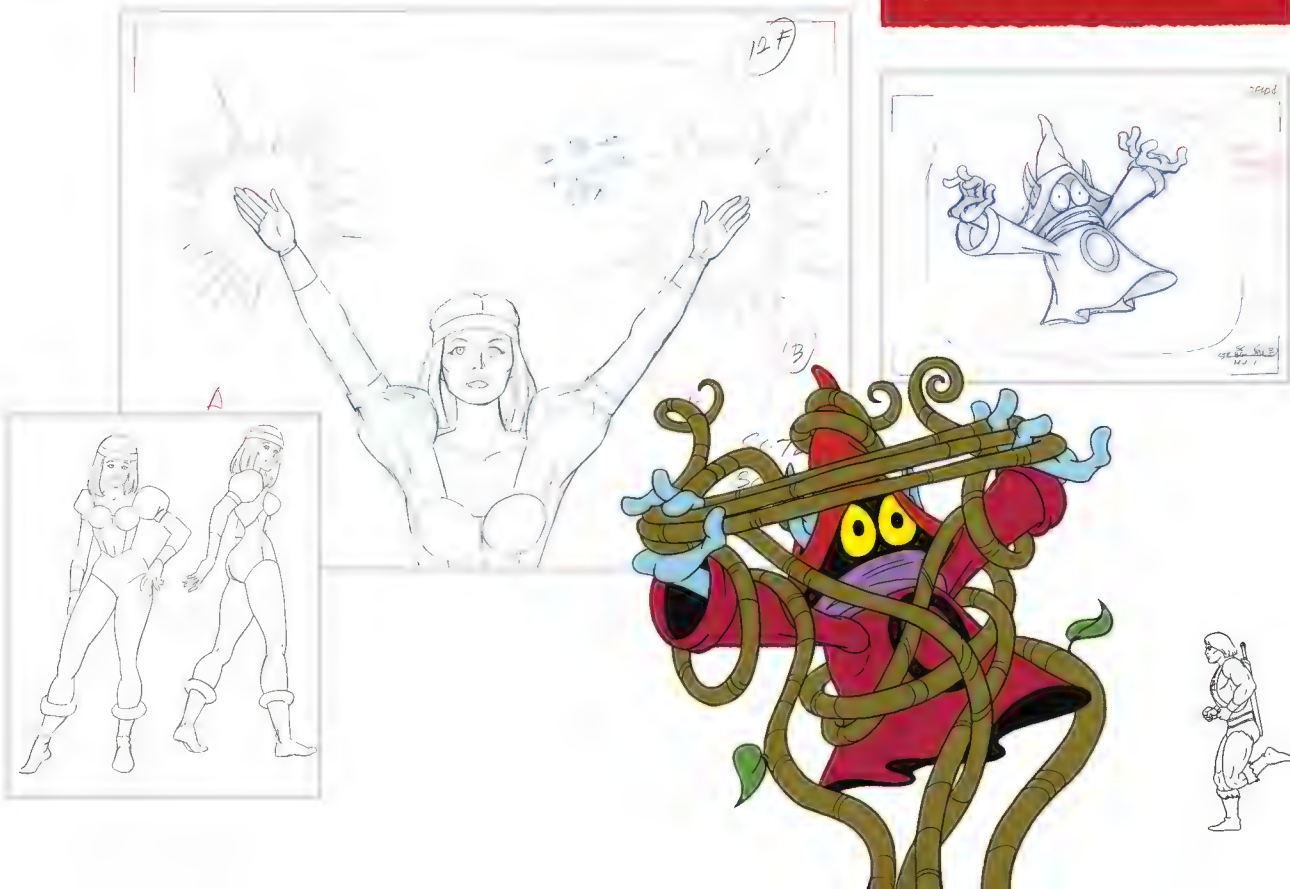
When the Sorceress advises the heroes at Castle Grayskull, a rare low-angle shot of the character is used; this cel would only be used once again, in "The Rarest Gift of All."



DELETED SCENES

The script requests that act 1 should not end on Aroo looming over He-Man, as this could be construed as a "life-death situation."

A line toward the end of the episode had Skeletor angered by the revelation that Demos and Tyrella were his own servants Aran and Oona.



TRIVIA

- This is one of five episodes in which the title stays on the screen during the writer and director credits.

- We see that Skeletor uses a strange robotic bird to spy on the heroes; this is the first and only time in the series that he does so.

- Aroo is described in the script as looking like Hanuman, the Hindu monkey god.

- Aroo was going to be used in a commercial bumper with Orko; the scene was animated but never shot for the series.

- In the script the Sword of the Ancients is described as the "great granddaddy of the magic sword" and is supposed to be much larger than He-Man's Sword of Power.

- This episode is one of a few that were adapted into minicomics to accompany Masters of the Universe action figure releases. This one was titled *Masks of Power*.

- The character models for this episode were finalized on May 2, 1983.



BONUS ENTERING SNAKE MOUNTAIN:

He-Man and Man-At-Arms, in their Wind Raider, park the ship behind Snake Mountain's Blood Falls and merely walk in through an unguarded entrance.

EVIL-LYN'S PLOT

CAST Battle Cat, Beast Man, Cringer, Evil-Lyn, He-Man, Kando, Lara, Mer-Man, Panthor, Prince Adam, Skeletor, Sorceress, Squinch, Zoar

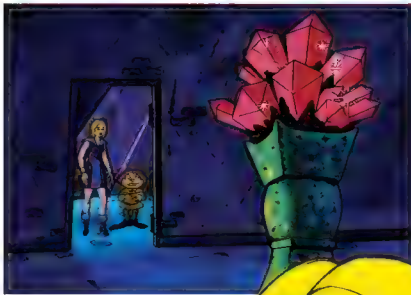


MEMORABLE QUOTES

"I hate to think what would happen if Skeletor got his hands on it!" [He-Man quite blatantly foreshadows Skeletor's theft of the Coridite]

"Brainless idiots! You couldn't even beat a motley group of gnomes!" [Skeletor vents his anger toward Beast Man and Mer-Man]

"Now, I have the power!" [Skeletor, imbued by the power of Coridite, borrows He-Man's catch phrase]



SYNOPSIS At the Widget Fortress, Kando, leader of the Widgets, ensures Squinch is doing his job of patrolling the ramparts. As Squinch converses with his girlfriend Lara, Skeletor, Panthor, Beast Man, and Mer-Man attack the Widget Fortress in an attempt to obtain Coridite, a powerful mineral mined by the Widgets.

After saving a boy's wagon, He-Man and Battle Cat see the Widgets' signal flare and race to Widget Woods. Arriving at the fortress, He-Man and Battle Cat manage to overpower the Evil Warriors. Skeletor departs and, at Snake Mountain, admonishes his warriors for their failings. Skeletor explains that if he had Coridite, he would be able to use its power to defeat He-Man. Evil-Lyn devises a plan to help Skeletor steal the Coridite and transforms herself into Nadira, an attractive young woman.

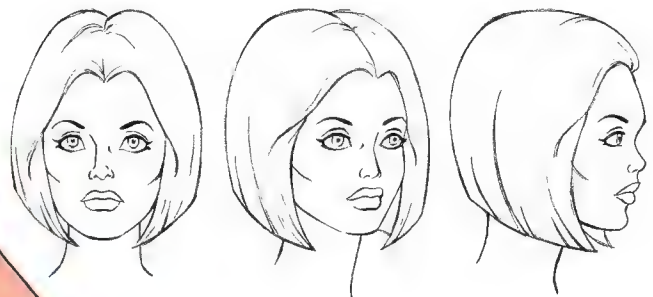
A short while later Panthor chases the disguised Evil-Lyn close to the Widgets' Fortress, prompting the Widgets to save

her. Skeletor looks on in delight as Squinch and Lara take Nadira inside their fort. Kando assembles the Widgets into a rescue party in order to find Nadira's family, with Squinch left behind to guard the sobbing Nadira. Squinch tries to cheer her up by showing her a beautiful jewel and takes her down into the mines to show her more of the mined jewels. Squinch is horrified when Nadira transforms herself into Evil-Lyn and steals the Coridite.

At Castle Grayskull the Sorceress, who has been observing these events, quickly becomes Zoar in order to warn He-Man of the impending danger. He-Man and Battle Cat leave immediately for Volcano Cave, where Skeletor is melting the Coridite into his own breastplate. He-Man and Skeletor battle fiercely as the Widgets manage to overpower Evil-Lyn. He-Man defeats Skeletor and destroys the breastplate, which results in the quick departure of both Skeletor and Evil-Lyn.

MORAL TEELA. "In today's story you saw how the Widgets were fooled by Evil-Lyn's disguise. They learned that bad things can be made to look good, and why we should always be careful and question everything that doesn't seem right. But it works both ways, and that's why the saying 'you can't judge a book by its cover' is so important. What it means is that appearances can be deceiving, and you shouldn't judge books—or people—by the way they look. It's what's inside that really counts!"

REVIEW Although we are introduced to the Widgets, the first quarter of this episode is nothing special in terms of storytelling. However, when Evil-Lyn reveals her plan to Skeletor at Snake Mountain the episode really begins to shine. In their scenes together Squinch's innocence is played perfectly against the wicked beauty of Evil-Lyn. The story manages to run two plots side by side at this point, with He-Man racing to stop Skeletor, and Squinch making the effort to redeem himself. Paul Dini knows how to write classic episodes, and this time he does it by introducing the Widgets, using Evil-Lyn to her full potential, and creating an even match between He-Man and Skeletor. **8/10**



SAME/AS

The fluid animation of Beast Man running into the shot and cracking the whip would later appear in "Colossor Awakes."

Skeletor's rage-filled turn to his Evil Warriors would later be used to more amusing effect in "Evilseed."

He-Man's reaction to the rock creature and his subsequent fighting stance were also used in his

previous battle with a similar creature in "Diamond Ray of Disappearance."

We see Skeletor lower the Sword of Power and hold it across his chest in the same animation as He-Man's "I have the power" pose.



Above: Concept illustrations reveal a variety of designs for the Widgets.

TRIVIA

- In this episode we learn that He-Man's harness is made from Coridite, a mineral mined by the Widgets.

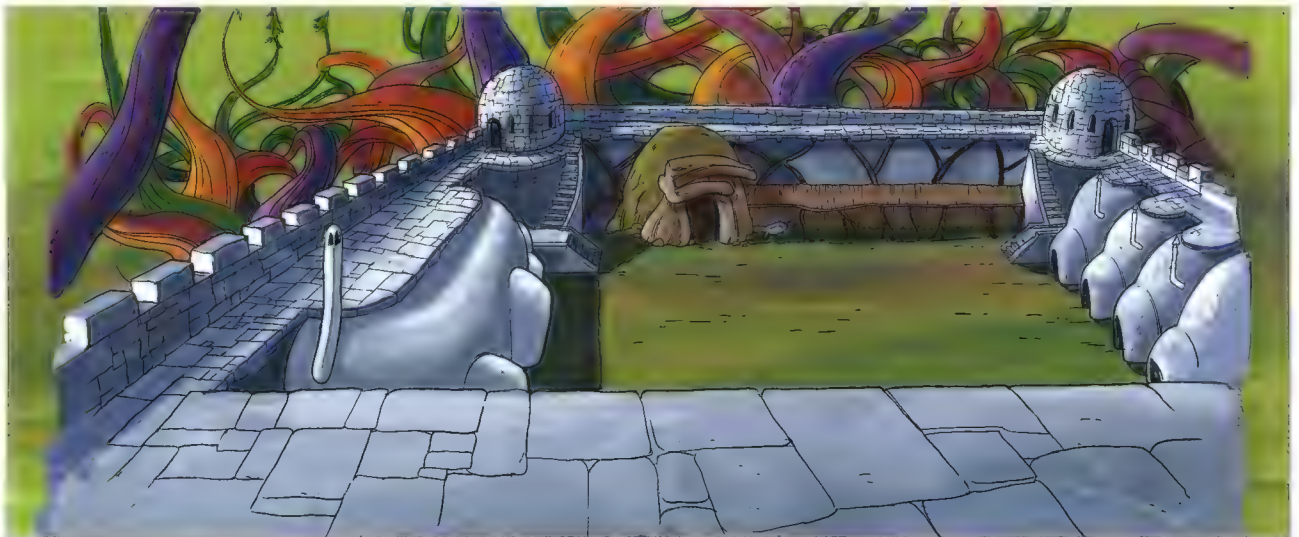
- Coridite is described in the script as a "glowing silver metal."

- Shortly after Squinch agrees to guard Nadira, we see Lara storm out. The sound effect used for her comical walk is actually the jingle used for the Filmation logo in reverse.

- Paul Dini, the writer of this episode, went on to create and write the now-legendary *Batman: The Animated Series*.

- For his later appearances in the series, Squinch was revised so that his head was not disproportionate to his body.

- Panthor's saddle would often appear and disappear during the course of an episode in which the giant purple panther appeared.



DELETED SCENES

Kando was originally described in the script as having a white beard, Lara as a "spunky tom-boy," and Squinch as a "Gabby Hayes type" character.

Originally, Evil-Lyn was supposed to be seductively reclining on a fur rug in Snake Mountain while Skeletor rebuked Beast Man and Mer-Man.

A scene outside the Widgets' fortress had Skeletor, Evil-Lyn (as Nadira), and Panthor readying themselves for their act of deception.

In the script the large rock monster that Evil-Lyn conjures knocks He-Man off of Battle Cat. Skeletor then destroys the monster himself, enabling him to fight He-Man sooner.

A few scenes in the fight between He-Man and Skeletor were reversed; for example, in the script, it was He-Man who attacked Skeletor with a stalactite.



LIKE FATHER, LIKE DAUGHTER

CAST Battle Cat, Beast Man, Cringer, He-Man, King Randor, Man-At-Arms, Orko, Prince Adam, Skeletor, Sorceress, Teela, Trap Jaw, Zoar



MEMORABLE QUOTES

"Why can't Prince Adam show some interest in something other than fun, fun, fun?" [Teela admonishes Prince Adam]

"But Father, my place is with you and He-Man!" [Teela asserts her authority with very little success]

"Finally, He-Man, even you can't stop us!" [Beast Man expects certain victory]

SYNOPSIS While Skeletor plots the downfall of He-Man in Snake Mountain, King Randor, Prince Adam, Man-At-Arms, Teela, and Orko are testing a new invention, the Laser Lasso. Prince Adam sees Zoar flying overhead, transforms into He-Man, and heads with Battle Cat to Castle Grayskull.

At the castle the Sorceress warns He-Man that Skeletor is assembling a huge army within the region of Stardica. He-Man, Battle Cat, and Man-At-Arms head to Stardica, while Teela is ordered to remain behind and work on the Laser Lasso.

Arriving at the old fortress within Stardica, the heroes find themselves under attack from lightning bolts discharged from the fortress. During the battle, Man-At-Arms is captured by one of Beast Man's pterodactyls.

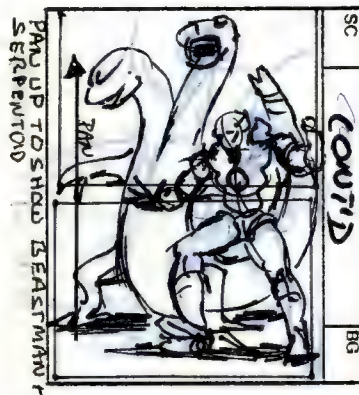
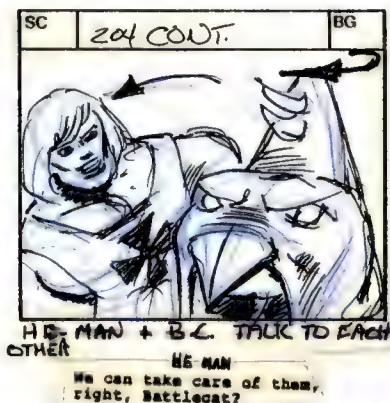
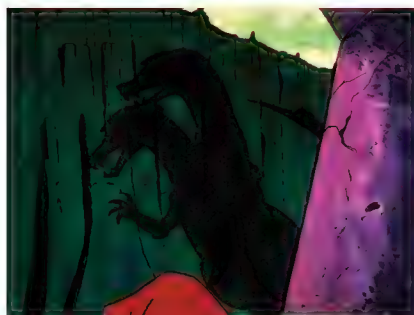
Giving chase, He-Man and Battle Cat encounter Skeletor's army, which turns out to be made up of Serpentoids: two-headed

mechanical monsters that are produced in mass quantities by Trap Jaw. He-Man and Battle Cat continue to fight, but they are slowly pushed away from the fortress. Teela, who has perfected the Laser Lasso, arrives on a Sky Sled, ready to aid the heroes. He-Man uses the Laser Lasso and quickly overpowers all of the Serpentoids.

He-Man, Battle Cat, and Teela rush the fortress and locate Beast Man and Trap Jaw. Teela uses her Freeze Ray to stop the Serpentoid assembly line and the villains. Skeletor, displeased with his henchmen, reveals to the heroes that Man-At-Arms is still his captive. He-Man breaks through a wall in an effort to find Man-At-Arms, which inadvertently sets off the countdown of a self-destruct mechanism. He-Man is successful in locating Man-At-Arms and throws the self-destruct mechanism into the sky, where it explodes.

MORAL TEELA. "In today's story I asked my father for permission to do something I wanted to do. When he didn't give it to me, I did it anyway. I was lucky. Nothing happened to me—but it could have! Now maybe mothers and fathers aren't always right, but if they don't always let us do something we want to do, there's generally a pretty good reason. All in all, I think it's pretty nice to have someone who's always trying to do what's best for us. And who loves us enough to say no when it would be much easier to say yes."

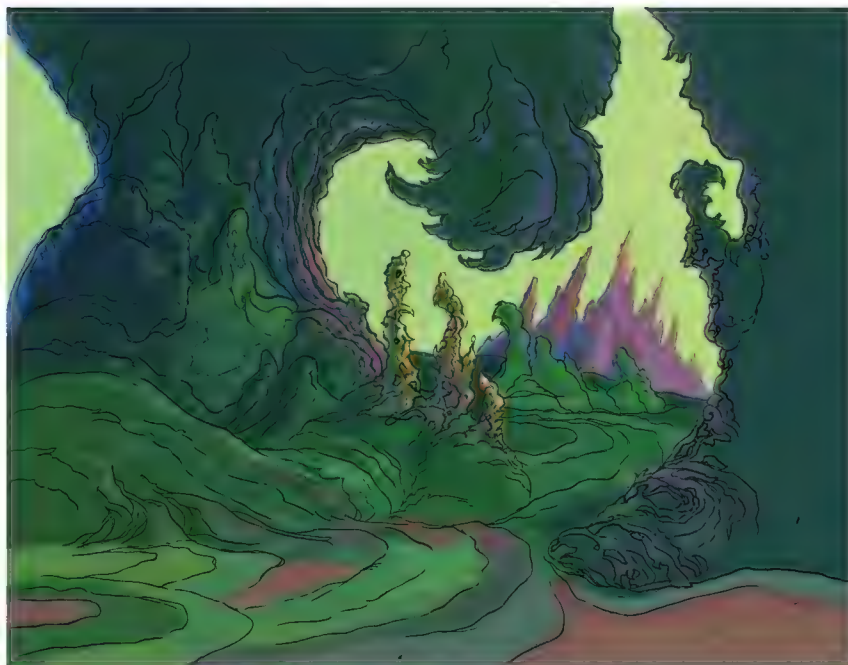
REVIEW Right from the beginning, this episode creates a good sense of atmosphere, but it is lacking in emotion. After the brief moment when Teela loses her cool with Prince Adam, the cast members appear to be devoid of any kind of personality. Even though this episode is laced with an emotional plot—that of a daughter disobeying her father—the characters are merely reacting to the situations around them. Some of the dialogue even sounds as if it is the first time the voice actors are reading their lines. That said, the nonstop action when the heroes enter the region of Stardica is enough to keep us interested. **6/10**



SAME/AS

The animation of the appearance of Beast Man's pterodactyl would later be reused in "The Shadow of Skeletor," though the giant bird would sport a different color scheme.

Stardica is reused as a location several times in the series: it is Polonia in "Castle of Heroes," the Weather Station in "The Ice Age Cometh," and finally Station Zeta in "Happy Birthday Roboto."



DELETED SCENES

In the script Trap Jaw is led into Skeletor's throne room by a Mutation—a character designed by the artists but never used. The idea was that these creatures were Skeletor's slaves: short, hunched-over figures with two pointed ears and a savage nature to match.

When Prince Adam leaves to heed the call of Zoar, Man-At-Arms originally acknowledges his departure with a wink.

At the end of act 1, when the lightning blasts strike down upon He-Man, in the script he was using his shield as his defense. As the action figure's shield was never used for the cartoon character, this shot

was scrapped, resulting in He-Man using the Sword of Power instead.

Although never explicitly stated or clearly shown, the Serpentoids are so strong they force He-Man and Battle Cat outside of the fortress.

In the script Ram Man suddenly appears alongside Teela upon her arrival at the fortress and strikes down Trap Jaw, who is trying to free Beast Man.

When He-Man's scanner picks up Man-At-Arms' life force, in the script it is Ram Man that breaks down the wall to the area where Man-At-Arms is located.

TRIVIA

- This episode was loosely based on the Filmation script premise "Like Father, Like Daughter," in which the evil Masters of the Universe create an unstoppable army.

- Prince Adam utters the entirety of his oath before unsheathing the Sword of Power in this episode.

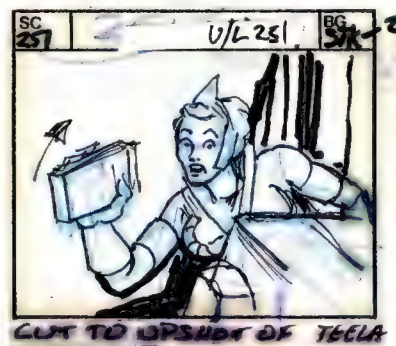
- The Serpentoids were supposed to be covered in a flesh-like material. This explains why both He-Man and Battle Cat are surprised to learn that these obvious-looking robots are in fact robots.

- He-Man makes a reference to bowling, having been told by his mother, Queen Marlena, of the Earth game.

- When He-Man states, "So this is the Masters' unstoppable army," it is in fact a reference to the Evil Warriors originally being referred to as the "Masters of the Universe."

- When released on video in the UK, this episode was mistakenly called "The Army of Robots" numerous times.

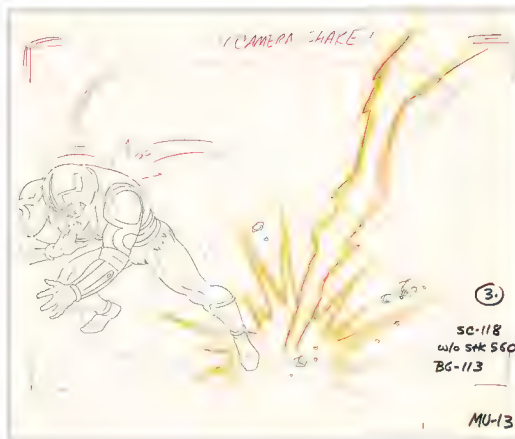
- This episode was the basis for a pack of Masters of the Universe trading cards produced by Topps.



TEELA (con't)

Over here!

Left: Bruce Timm's action-packed layout artwork.



COLOSSOR AWAKES

CAST Battle Cat, Beast Man, Colossor, Cringer, Evil-Lyn, He-Man, King Randor, Man-At-Arms, Orko, Prince Adam, Panthor, Queen Marlena, Ram Man, Skeletor, Sorceress, Stratos, Teela, Zoar



MEMORABLE QUOTES

"This menace is larger than you imagine. You will walk through fire before it is over." [The Sorceress warns He-Man of his forthcoming mission]

"You'd better be twice as clever, or I'll make a rug out of you!" [Skeletor tires of Beast Man's biting comments]

"At last! Nothing can stop me now! Not even He-Man!" [Skeletor closes the act with a dramatic piece of dialogue]

"I, Skeletor, Master of the Universe, have awakened you!" [Skeletor harks back to the series bible's name for the Evil Warriors]

"Capture Castle Grayskull!" [Colossor announces his assignment]

"You can survive a fall from this height, He-Man!" [Skeletor reassures He-Man as he attempts to push him out of the Collector]

SYNOPSIS At the Royal Palace, the Heroic Warriors are being entertained by a chess game between Man-At-Arms and Orko. The peace is broken when Skeletor attacks in his new ship, the Collector, which fires rays that turn people to stone. Prince Adam transforms into He-Man, but he is too late to prevent Man-At-Arms from becoming a stone statue.

He-Man and Teela give chase in the Wind Raider, but the Collector manages to take down their ship. Skeletor reverses the Stone Ray and uses it to bring the courtyard's warrior statues to life. Battle Cat, Orko, Ram Man, and Stratos manage to defeat the statues. Queen Marlena, using her scientific knowledge from Earth, tries to determine a cure for Man-At-Arms' condition but is unsuccessful.

Meanwhile, on the grounds of some temple ruins, Skeletor and Beast Man are setting up a device called the Energizer, with which Skeletor will bring the gigantic stone

statue of Colossor to life. At Castle Grayskull the Sorceress tells He-Man that in order to reverse the stone process, he must locate the Fire Jewels. While the heroes begin their quest, Skeletor continues to transform the people of Eternia into stone and once again attacks the palace, transforming both Orko and Ram Man into statues.

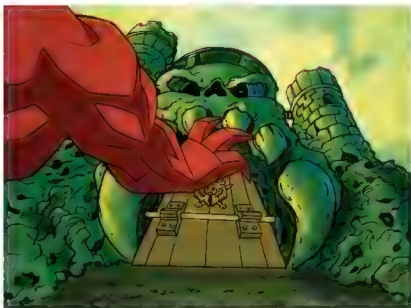
At Castle Grayskull the Sorceress, with the help of He-Man, manages to fashion the retrieved Fire Jewels into a Ray Fuser, a device that will transform Skeletor's ray. Skeletor uses the energy he has collected to bring Colossor to life and commands him to capture Castle Grayskull.

He-Man storms the Collector and manages to secure the Ray Fuser to it. Skeletor once more attacks the palace, but he only succeeds in bringing everyone back to life.

At Castle Grayskull, He-Man and the heroes overpower Colossor, turning him into rubble before he can enter the castle.

MORAL **TEELA.** "I love running at this time of the day." **HE-MAN.** "Yeah, me too. Makes me feel close to nature." **TEELA.** "The best part is that it's wonderful exercise." **HE-MAN.** "It's the best. Of course, one should check with a doctor before doing any heavy exercise." **TEELA.** "Right. And then start off just a little each day." **HE-MAN.** "I sure wish we could tell that to everybody." **TEELA.** "I think we just did." **HE-MAN.** "We did?" **TEELA.** "See for yourself." **HE-MAN.** "Remember, be good to your body and it'll be good to you." **TEELA.** "Well said, He-Man. Now, I'll race you to the tree!" **HE-MAN.** "Okay!"

REVIEW Enough happens in this one episode to fill two or three other episodes. The script is as confusing as Skeletor's random attacks on the Royal Palace. There seem to be two or three stories taking place and, at times, it is hard to know which plot we are following. It appears that this confusion hits the writer too, as late in act 2 Skeletor and Beast Man are heading to Castle Grayskull, yet in the very next scene they are attacking the Royal Palace once more. Even though the story features the heroes and villains traveling all over the planet with no sense of direction, the subplot with Colossor is enough to save the episode from being a convoluted disaster. 6/10



COLOSSOR AWAKES

SCREEN DIRECTION MAP

MU-14



SAME/AS

The weird character-based chess game would later appear in "Ordeal in the Darklands" and "The Gamesman."

The Sorceress's laboratory would also appear in the episodes "Evilseed" and "Valley of Power."

The animation of He-Man ripping open the top of the Collector would be reanimated for a sequence in "One for All."

The shot of He-Man standing with the Sword of Power raised as he emerges from the rubble is the same animation cel used in the transformation sequence.



DELETED SCENES

The scene with He-Man requesting the aid of the Sorceress originally took place in her laboratory, and she used a nearby magical mirror to show him the volcano where the Fire Jewels were located.

Originally, when journeying to seek the Fire Jewels, He-Man, Teela, and Battle Cat used the Attak Trak to traverse the geyser field (the same one seen in "A Friend in Need"). The Attak Trak was damaged in this scene, forcing the heroes to ride on Battle Cat the rest of the way.

In the script there were shots of the setting sun, emphasizing the Heroic Warriors' race against time.

A removed scene had He-Man encounter a large snake that guarded the Fire Jewels inside the volcano.

The script requests that Skeletor's line about being a "Master of the Universe" (a reference to the original term used for the Evil Warriors) be changed to "soon to be Master of the Universe."

One scene showed King Randor and Stratos lining up all the statues in the palace courtyard, ready for Skeletor's next attack.

In the script, when He-Man deflects Skeletor's final attack in the Collector, the beam was supposed to strike Skeletor, turning him to stone, and the Collector was to be destroyed.

TRIVIA

- The Collector was originally going to be black.

- The statue of the lion that comes to life is based on the design and stock animation movements of Jad-bal-ja, the lion from Filmation's *Tarzan* series.

- There is some amusing ad-libbed cheering from the Heroic Warriors toward the end of the episode.

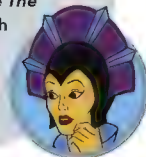
- This episode was storyboarded by Warren Greenwood, who would go on to write "The Arena."

- In the storyboards for this episode Colossor is drawn with an incredibly skinny body; his final character design sported a more muscular frame.

- Talented artist Bob Kline illustrated much of the layout for this episode; a great deal of the animation does not rely on Filmation's stock system.

- Colossor's eye was originally conceived by Bob Kline to be lower on his head than it is in the final design.

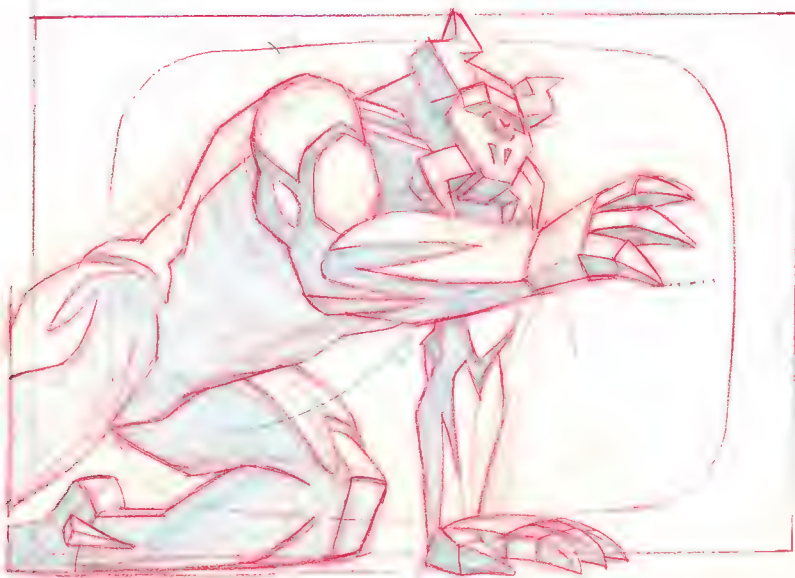
- This episode is one of three that were used in the direct-to-video movie *The Greatest Adventures Of All*, which premiered at Mann's Chinese Theatre in Los Angeles.



BONUS THE SAVAGE HENCHMAN: In this episode Beast Man's backtalk to Skeletor is legendary. From the moment they attack the Royal Palace, Beast Man revels in trying to make Skeletor look foolish—something that the Lord of Destruction acknowledges. Numerous times in this episode Beast Man questions Skeletor's plan, goading him into losing his cool. Even though he is continually bossed around by Skeletor, Beast Man is not once written to look like a bumbling oaf in the eyes of the viewer.



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MU-14
SC-21.1
STK BG-113

Below: Warren Greenwood envisioned a very different look for Colossor in his storyboards.

ANTENNAE
CAN
ANIMATE

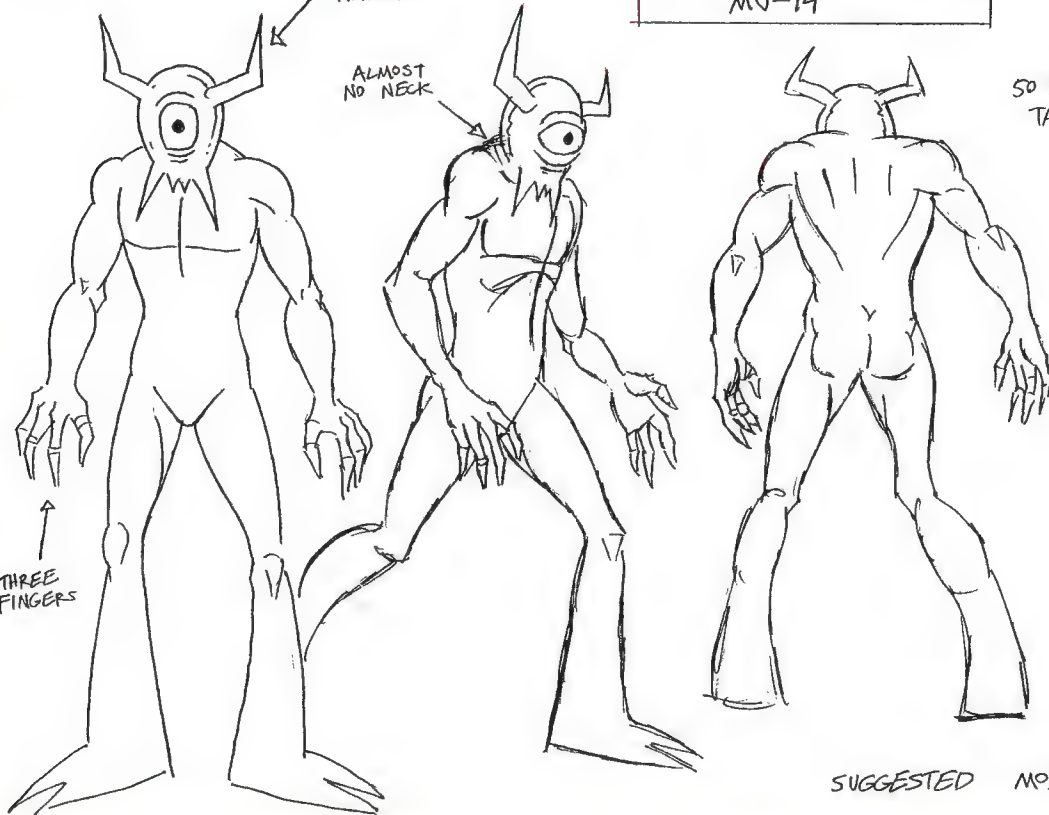
ALMOST
NO NECK

COLOSSOR

MU-14

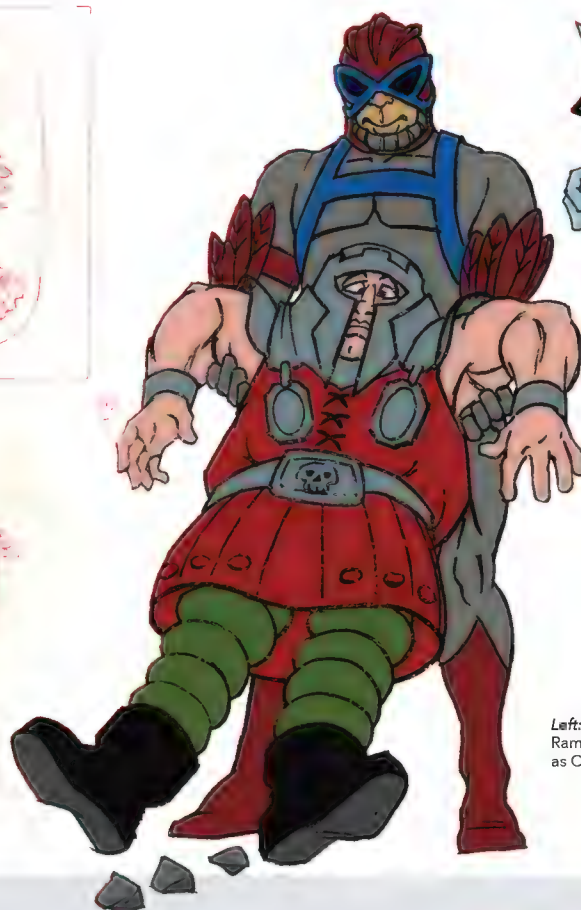
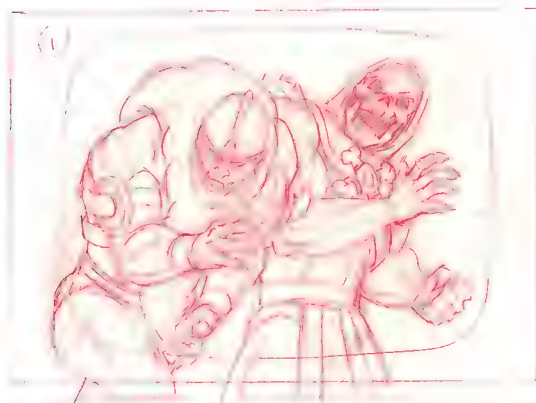
50 FEET
TALL!

THREE
FINGERS



SUGGESTED MODEL

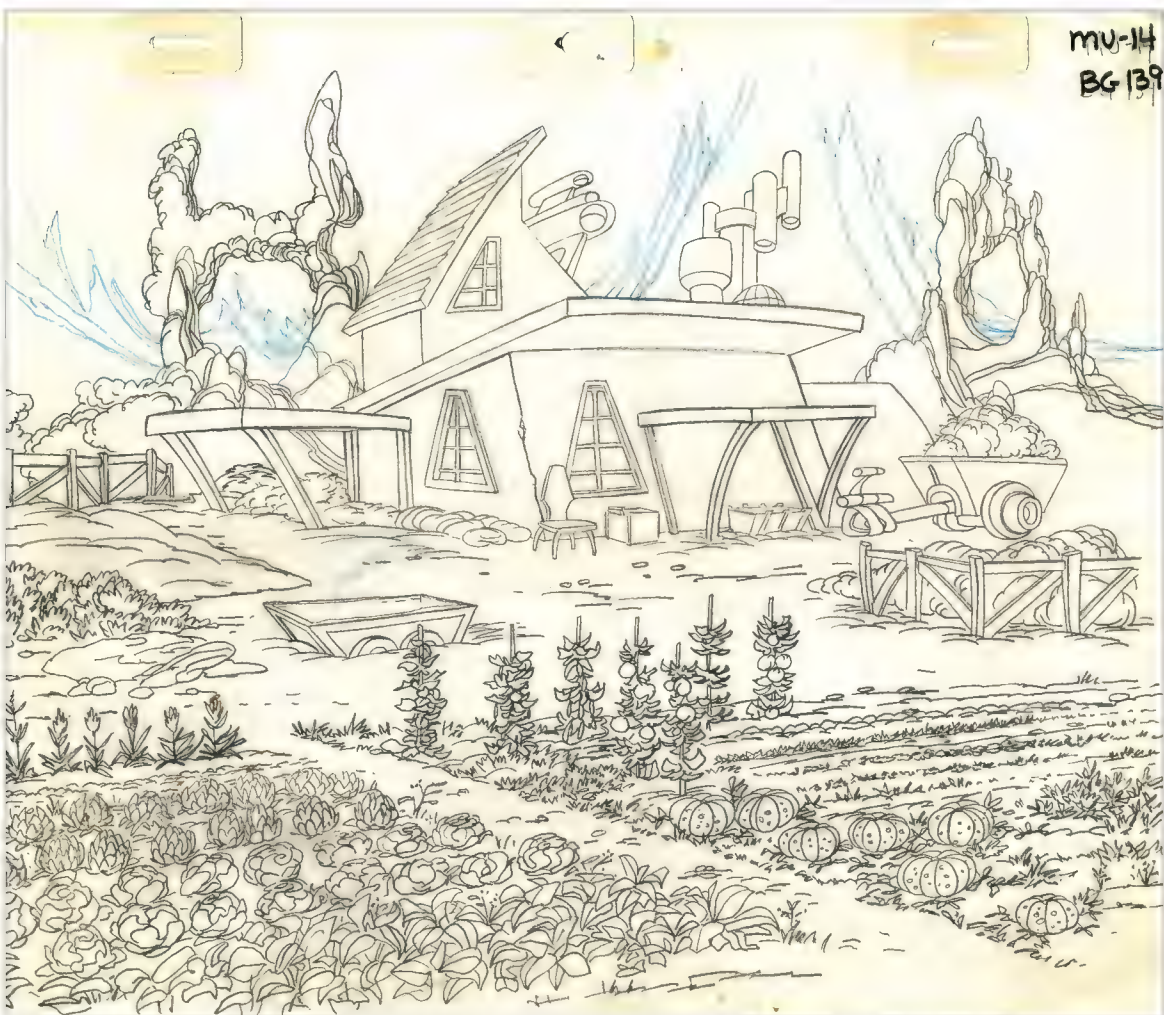
9 FIDE

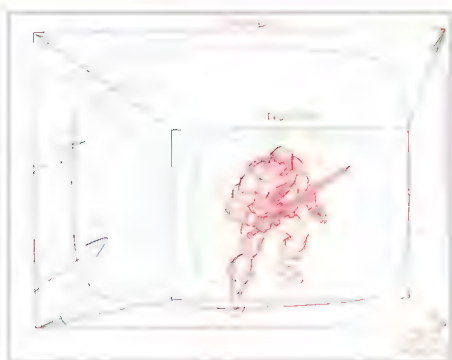
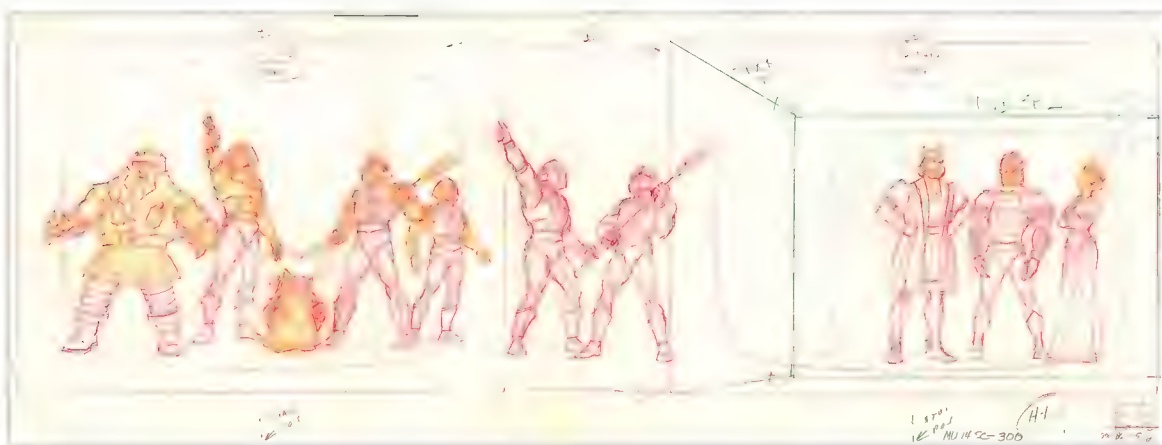


Left: Stratos helps Ram Man to his feet as Orko looks on.

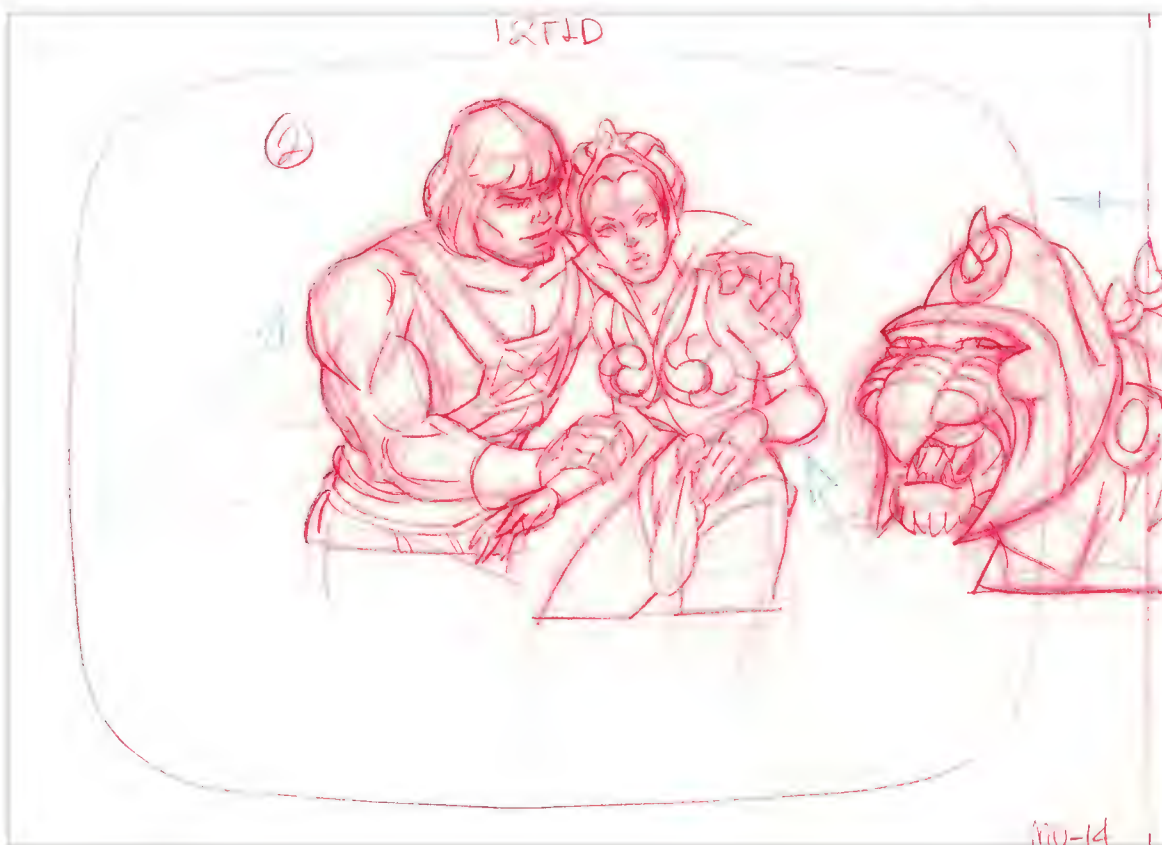


Above: The ruins in which Colossor is located were designed to show that Eternia had a rich history, and the artists peppered the scene with numerous details. This background would reappear (as different locations) in the episodes "Origin of the Sorceress" and "One for All."





"Colossus Awakes" is visually a unique episode due to Bob Kline's striking layout artwork.



A BEASTLY SIDESHOW

CAST Battle Cat, Beast Man, Cringer, Evil-Lyn, He-Man, Human Electrode, Man-At-Arms, Orko, Pretty Kitty, Prince Adam, Skeletor, Teela



MEMORABLE QUOTES

"There's something different about this animal." [Beast Man cannot fathom why he is unable to control Cringer]

"It looks dangerous, Orko. You might catch fire!" [Adam's warning to Orko is somewhat understated]

"You said you wanted to talk." [He-Man has high hopes for a civil conversation with Skeletor]



SYNOPSIS A carnival arrives at the Royal Palace, and Prince Adam, Cringer, Man-At-Arms, Teela, and Orko are all in attendance. Unbeknownst to them, the wagonmaster is in fact Beast Man in disguise.

Having entered the palace grounds, Beast Man is contacted by Skeletor to see if he has managed to capture Cringer; the villain is hoping to entrap He-Man when he comes to the rescue. As the carnival progresses, Orko discovers that pepper is not magic, Teela meets a Shadow Beast that she manages to befriend, and Cringer begins to fall for one of the sideshow stars, Pretty Kitty.

That night Pretty Kitty, under the control of Beast Man, lures Cringer away from his room, and he is imprisoned by Beast Man. Learning that Cringer is a prisoner of Skeletor, Prince Adam transforms into He-Man and rushes to Snake Mountain. Teela follows He-Man, thinking that Prince Adam has gone to rescue Cringer.

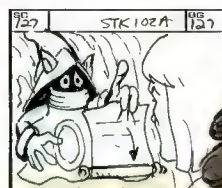
At Snake Mountain, He-Man is attacked by a Shadow Beast. Suddenly, Teela appears. She recognizes it to be the same Shadow Beast she previously encountered at the carnival and dissuades it from attacking He-Man. He-Man manages to find Cringer, who is in a cage precariously perched on a ledge.

He-Man fails to realize that he is walking directly into a trap, and so Cringer bravely puts his own life in danger to save him. He-Man transforms Cringer into Battle Cat, and the two enter Snake Mountain, while Teela falls into the very trap set for He-Man.

After a brief battle with both Evil-Lyn and Beast Man, He-Man and Battle Cat confront Skeletor. His trick of mirroring himself is foiled when Orko's pepper strikes the floor and causes Skeletor to sneeze, shattering the illusion. He-Man frees Teela from her bonds, and they all head back to the palace.

MORAL HE-MAN. "Today I want to talk to you about courage. Now, courage not only means being brave in the face of danger. It also means having the strength to say no when your friends are trying to talk you into doing something you know is wrong. In short, courage means having principles—and sticking to them, no matter what! See you all again soon!"

REVIEW The first act of this episode is very strong, with a great feeling of suspense, as Beast Man slowly lures Cringer into a trap. However, by the time act 2 comes around, it feels like an average capture-and-rescue plot; the story deserves much more than that. In a script in which Cringer should be the star, it is surprising that he only appears sporadically. There are some good moments in this episode, and the direction throughout is worth taking note of. Sadly, these brief scenes cannot save an episode that slowly falls into the average category. He-Man's ridiculous confrontation with Skeletor at the end of the episode sums up the script's inadequacies. 4/10



ORKO
 One of Teela's guards found a message from Skeletor - he has Cringer!



Left: One of Bruce Timm's earliest illustrations of Orko.

SAME/AS

Some of the crowd scenes would later appear in the episode "The Greatest Show on Eternia."

The setup of Man-At-Arms repairing the Sky Sled was previously used in the moral for "The Curse of the Spellstone."

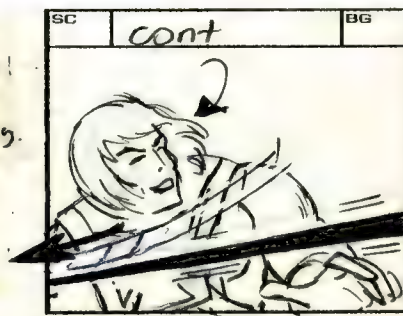
The animation of He-Man spinning Beast Man above his head is based on his stance during the transformation sequence before he assumes the "I have the power" pose.



CRINGER
(yelling)
He Man!! Be careful! It's a trap.



CRINGER (cont)
(frustrated, sotto)
He can't bear me!



DELETED SCENES

When Cringer is imprisoned, the script states that Cringer should be far away from Beast Man when talking. This is because early scripts mentioned that only those who knew the secret of Prince Adam's dual identity could hear Cringer speak.

In a removed scene where He-Man is ascending Snake Mountain with Battle Cat, an image of Skele-

tor confronts He-Man, stating that they should have a "little talk." This explains He-Man's bizarre opening line when he confronts Skeletor in his throne room.

The climactic scene with the closing walls was supposed to take place in a cavern, not Skeletor's throne room.



A cel of Skeletor sneezing, having inhaled pepper.

TRIVIA

• This episode was loosely based on the Filmation script premise "Cat's Cradle," in which He-Man must rescue Cringer from Beast Man's fortress.

• Tom Tataranowicz, who storyboarded this episode, started work on *He-Man* by illustrating the key frames of the actors that performed for the rotoscope animations. He was also involved in early supporting-character design.

• Beast Man states that he is unable to control Cringer, proving that even when the cowardly cat is not Battle Cat, the power of Grayskull somehow still protects him.

• In this episode Cringer has the ability to produce Battle Cat's fearsome roar.

• When aired in the UK, this episode was cut for time. The removed scene showed Beast Man speaking to Skeletor out of sight. Because of this, when Beast Man finally revealed his face to the imprisoned Cringer, it was all the more dramatic.

• When released on video in the US, this episode was missing the title card.

• This episode was voted by the storyboard artists as one of the episodes that did not translate well from storyboard to screen in their satirical Filmation Awards.

• The character models for this episode were finalized on May 5, 1983.



BONUS ENTERING SNAKE MOUNTAIN:

He-Man and Battle Cat reach the top of Snake Mountain, and, although it is not shown, they enter through the mouth of the snake, where Beast Man awaits them.



REIGN OF THE MONSTER

CAST Battle Cat, Delora, He-Man, King Von, Man-At-Arms, Molkrom, Orko, Ram Man, Skeletor, Sorceress, Stratos, Teela, Zoar



MEMORABLE QUOTES

"Just mussed my hair!" [He-Man declares that it takes more than a crash landing to stop him]

"Couldn't we be on the other half?" [Orko, upon hearing that half of Eternia may explode once the Staff of Avion is used for evil]

"Why aren't things ever easy?" [Teela prepares for another physical confrontation]

"I have a feeling this wasn't a good idea!" [Stratos questions his attempt to distract the Torgs]

"Very well, He-Man. Another time?" [Skeletor departs with an air of politeness]



SYNOPSIS In the Cave of the Torgs, Skeletor attempts to free the evil monster god Molkrom from the magical crystalline stone that imprisons him. Skeletor grows frustrated because his magic cannot penetrate the stone, but the leader of the Torgs, King Von, explains that he knows what will work.

Meanwhile, celebrations are taking place in Avion, where Stratos presents the Staff of Avion to his people. Under the command of Skeletor, the Torgs, led by King Von, attack Avion and kidnap Stratos and the staff.

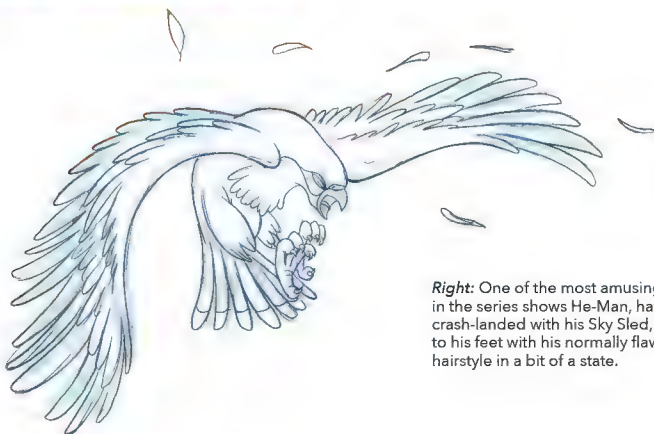
He-Man, Battle Cat, Man-At-Arms, Orko, Ram Man, Teela, and Stratos's sister Delora learn from the Sorceress that Skeletor and his Torg allies plan to release Molkrom using the Staff of Avion, and that once the staff is used for evil it will explode unless the evil is undone. Journeying into the Cave of the Torgs, the Heroic Warriors battle monsters and a horde of evil Stratos clones.

The heroes manage to save Stratos and locate the Torgs, but they are too late to prevent Skeletor from freeing Molkrom. He-Man and his friends are overpowered by Molkrom and imprisoned in a small cavern room. The heroes free themselves, and while He-Man, Battle Cat, Man-At-Arms, and Ram Man head to Castle Grayskull to defend it from Skeletor and Molkrom, Teela, Orko, Stratos, and Delora battle the Torgs in order to retrieve the Staff of Avion.

At Castle Grayskull the Sorceress fights Skeletor at the jaw-bridge as He-Man battles Molkrom nearby. Teela manages to obtain the staff and hands it to Stratos. He-Man reclaims the staff and throws it into space, where it explodes, once again placing Molkrom in his magical crystalline stone prison. He-Man prevents Skeletor from entering the castle, and the Staff of Avion returns to normal.

MORAL **ORKO.** "Boy, the fruit on that tree looks good enough to eat, doesn't it? That's like a lot of things you might find around your house or in your neighborhood. But looks can fool you. Sometimes things that look or smell good can make you very sick. Remember, never taste or eat anything if you're not sure what it is. The best thing to do is ask a grownup who knows. Remember, it's better to be safe than sorry. Until next time!"

REVIEW As soon as the episode begins we realize that the heroes are not the stars of this script. Skeletor is written to be pure evil, and his alliance with the Torgs sets the episode apart from many others. Of course, the one thing that we cannot help but focus on during this episode is Molkrom—easily one of the best monsters to grace the series. Often the monsters in the series would have some visual quirk to make them less frightening, but Molkrom is hideous and frightening through and through. Although the dialogue throughout the story is nothing special, the plot and the battle outside Castle Grayskull make this one of the series' great episodes. **8/10**



Right: One of the most amusing visuals in the series shows He-Man, having crash-landed with his Sky Sled, rising to his feet with his normally flawless hairstyle in a bit of a state.



SAME/AS

The shot of He-Man and Teela looking at the fire-works in the sky would be reused at the very end of "The Greatest Show on Eternia."

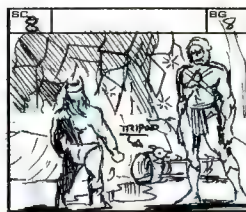
The animation of Orko casting a spell to distract the guards is the same animation seen in "The Dragon Invasion," seconds before he creates numerous doubles of himself.

The Cavern Monster's character model would later be used as the Tracker in the episode "One for All." Both episodes were storyboarded by Don Manuel.



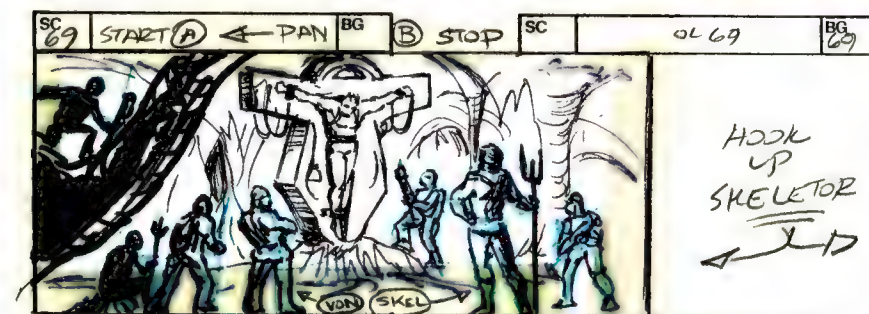
INT. ATTACK TRAK - WE SEE DELORA, BC, TEELA, RAM MAN, HM, ORKO AND MA'A.

BE MAN The torgs live somewhere in these caves!



ON VON AND SKEL.

SKELETOR The magic of the Elders is too strong, King Von! Only something with their power will free him!



INT - CAVE DEN - PAN TO (B) POS. THE TORGs AND SKELETOR WATCH THE HELPLESS STRATOS, WHO IS CHAINED TO A MONILITH - SKELETOR (VO): So tell me, King of the birdmen...

DELETED SCENES

In the script He-Man battles the Torgs in the Talon Fighter instead of the Sky Sled.

Instead of flying machines, the original script has the Torgs using large walking machines to attack Avion.

A scene removed from the episode due to time constraints had Ram Man arrive at Castle Grayskull shortly before the heroes leave.

In the script the Heroic Warriors not only have to do battle with the two Cavern Monsters, but also some Cavern Bats, too.



Left: Skeletor wields the legendary Staff of Avion.



TRIVIA

• Originally this episode was titled "Reign of the Monster God," but the word *god* was not allowed to be a part of the title.

• The script has the episode take place during both night and day. To create more atmosphere, Don Manuel, the storyboard artist, insisted that all scenes take place at night.

• This is the only episode of the entire series that does not feature Prince Adam.

• It should be noted that the Avionians are drawn somewhat differently in this episode compared to later episodes.

• Delora, Stratos's sister, makes her only appearance in the entire series in this episode. In other canons Delora was known as Stratos's wife.

• This episode is one of a few that were adapted into minicomics to accompany Masters of the Universe action figure releases. This one was titled *Siege of Avion*.

• Gerald Forton designed the character of King Von.



The twisted rock structures of the Torg caverns reveal a howling face at their peak.



90°
TILT
FLD



PAN UP EXTREME UPSHOT OF MINOTAURO AS HE REARS HEAD.

SC
175

SA 77 (A) STOP

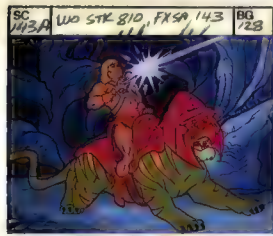
BG

(B)

SC

PAN → (C) START

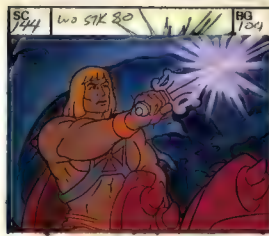
BG
175



LASERS FIRE INTO SC - HE MAN BLOCKS A COUPLE OF BOLTS -

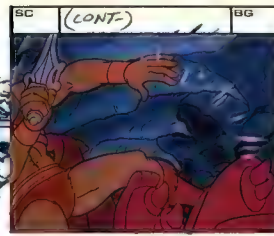
(B) POS

HOOK UP
←→



HE MAN THW BOLTS, VV SWORD - BUT -

(A) POS



A THIRD KNOCKS HIM DE -

oof!

EE MAN

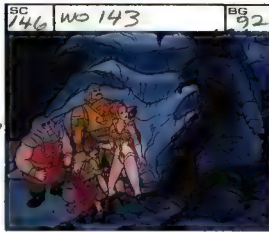
FILMATION
M-16



THE STRATOS FIRE ANNY

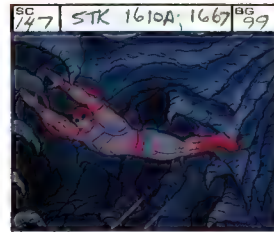
FILM CUT
←→

TEELA HOLDS BOLAS
←→



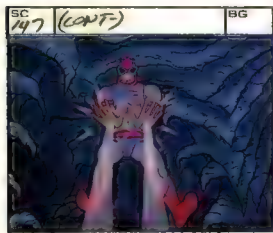
BEHME STRIKE ROCK AS HEROS COWER

(B) POS

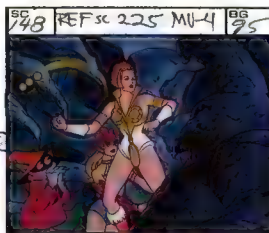


STRATOS CLONES SNOOP THRU SC AS ONE OF THEM FIRES A BURST OF LASERS -

27



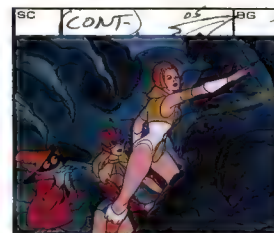
A THIRD STRATOS SNOOPS UP INTO SC AND FIRES RAYS TOWARD CAMERA



TEELA SPINS 'BOLAS'.

(B) POS

UL OL MU 8 ROCK



THROWS THEM UP OS - WE SEE DELORA AND SHAKING ORKO BEHIND ROCK -

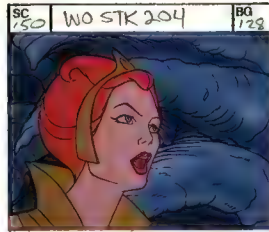
27



STRATOS CLONE INTO SC TO STOP AS BOLAS FLY THROUGH HIS BODY AND CONTINUE THOS

(A) POS

FADE IN GHOSTLY EFX



TEELA DOES 'BIG' TRAIL

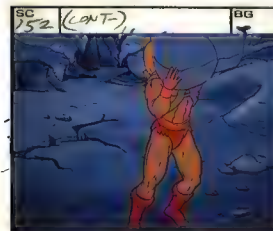
(B) POS

FX S/A SC 143



RAYS BLAST INTO SC AS HIM LIFTS ROCKS -

FILMATION
M-16



THROWS THEM OS



STRATOS CLONES FIRE RAYS -



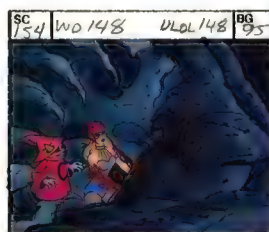
THEY STOP AS ROCKS FLY THROUGH THEIR NON FADED BODIES -

FADE OUT CLOWES

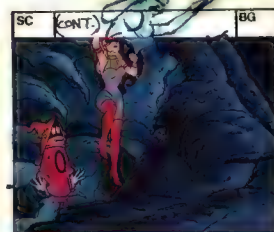


THEY RETURN RAY BEAMS -

FADE IN CLOWES

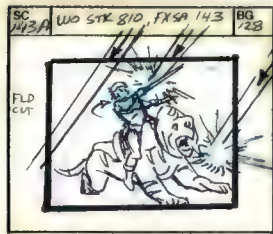


DELORA
I'll find out which is the real stratos!



Delora! No!

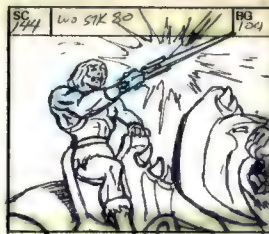
28



LASERS FIRE INTO SC - HE MAN BLOCKS A COUPLE OF BOLTS -

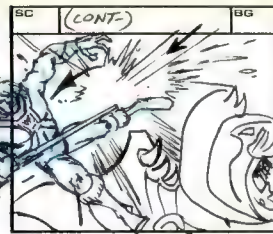
(A) PUS

HOOK UP
←→



HE MAN DURS BOLTS, W/ SWORD - BUT -

(A) PUS



A THIRD KNOCKS HIM DE -

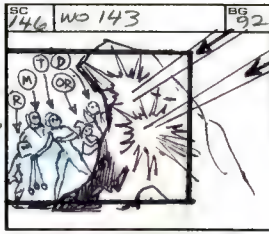
oof!

EE MAN

FILMATION
11-16

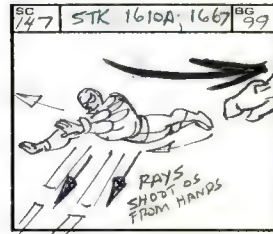


THE STRATOS FIRE ANNY



BEAMS STRIKE ROCK AS HEROS COWER

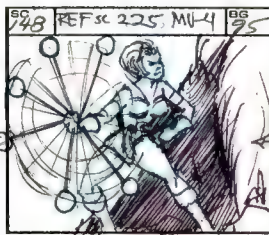
(B) PUS



STRATOS CLONES SNOOP THRU SC AS ONE OF THEM FIRES A BURST OF LASERS -

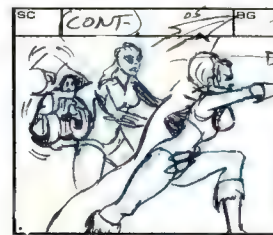


A THIRD STRATOS SNIIPS UP INTO SC AND FIRES RAYS TOWARD CAMERA



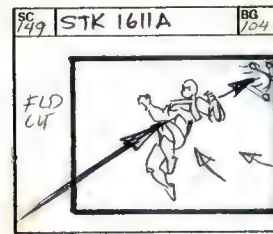
TEELA SPINS BOLTS -

UL OL MU-4 ROCK



THROWS THEM UP OS - WE SEE DELORA AND SHAWING ORKO BEHIND ROCK -

27



STRATOS CLONE INTO SC TO STOP AS BOLTS FLY THROUGH HIS BODY AND CONTINUE TLOS

(A) PUS

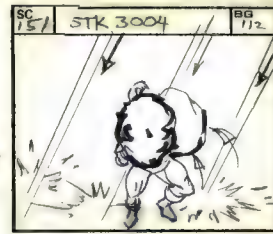
FADE IN GHOSTLY EFX



TEELA DOES BIG TAKE

(B) PUS

FX SA 143



RAYS BLAST INTO SC AS HIM LIFTS ROCKS -

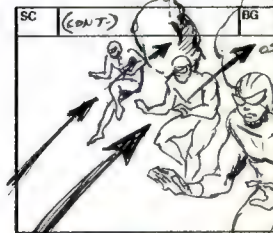
FILMATION
11-16



THROWS THEM OS

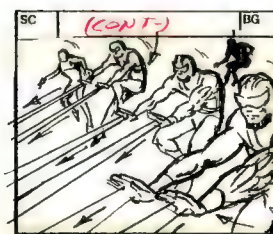


STRATOS CLONES FIRE RAYS -



THEY STOP AS ROCKS FLY THROUGH THEIR NON FATED BODIES -

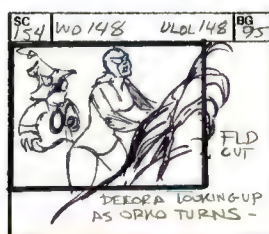
FADE OUT CLOWES



THEY RETURN FAY BEAMS -

(A) PUS

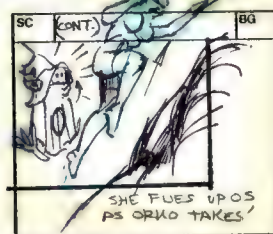
FADE IN CLONES



DELORA
I'll find out which is the real stratos!

(A) PUS

FLD CUT



SHE FUES UP OS AS ORKO TAKES

DELORA! NO!

28

DAIMAR THE DEMON

CAST Battle Cat, Cringer, Daimar, Evil-Lyn, He-Man, King Randor, Man-At-Arms, Orko, Prince Adam, Queen Marlena, Skeletor, Sorceress, Teela



MEMORABLE QUOTES

"Someone has summoned Daimar the Demon from the Dark Dimension!" [Man-At-Arms enjoys a good tongue-twister]

"Evil-Lyn, I am not amused!" [Skeletor fails to see the funny side of Evil-Lyn's attack on his person]

"There are visitors outside. One who searches for you, and the one for whom you search." [The Sorceress prepares He-Man for his encounter with Daimar]



SYNOPSIS At the Royal Palace, Man-At-Arms explains that he has used the Sorceress's Book of Magic, along with his own equations, to prove that the Dark Dimension exists very close to Eternia. After everyone leaves the room, Orko enters and, looking for someone to play with, casts a magical spell to release the spritely Daimar the Demon from the Dark Dimension.

Soon after, an eerie mist hovers over the palace, and as King Randor, Queen Marlena, Prince Adam, Man-At-Arms, and Teela enjoy dinner, strange things begin to occur. Once the interruptions are over, Man-At-Arms discovers the picture of Daimar from the Book of Magic is missing, and catches sight of both Orko and Daimar leaving the Royal Palace grounds. Man-At-Arms reveals that Daimar will soon emerge from a cocoon commanding an army of demons from the Dark Dimension, prompting Prince Adam to transform into He-Man.

At Snake Mountain Skeletor desires to know the cause of the power surges and

sends Evil-Lyn to the palace to find out. Evil-Lyn manages to locate the Book of Magic and takes it as He-Man, Battle Cat, and Teela head to Castle Grayskull to aid the Sorceress. Meanwhile, a sleepy Daimar spins a cocoon as he and Orko rest. Evil-Lyn unsuccessfully challenges Skeletor with the Book of Magic, but Skeletor takes greater interest in the news about the arrival of Daimar.

At Castle Grayskull, the heroes find a weakened Sorceress moments before a now-transformed Daimar arrives. He-Man and Daimar fight just as Skeletor and Evil-Lyn arrive with the hope of controlling Daimar. Daimar declares that it is his destiny to do evil, but He-Man and Orko attempt to convince him otherwise. Skeletor offers Daimar a partnership of evil, but the demon refuses. He decides to become good and goes back to the Dark Dimension while Teela returns the Book of Magic to the Sorceress.

MORAL PRINCE ADAM. "Well, that Daimar was really quite a fellow, wasn't he? Orko had no idea just what he was getting into with his mixed-up magic spell. But he soon found out that he'd let loose something he couldn't handle. Now, we know that in real life there aren't any magic spells or demons, but there are problems. And, just like Orko, sometimes you'll find you've got one that's too big for you to handle. At times like that, remember there are a lot of people out there who really care about you. So talk to them. Telling them what's wrong is the first step toward making things right!"

REVIEW This episode, for all its promise, fails to deliver. One of the biggest problems is the pacing. An urgency is felt when Daimar is released from the Dark Dimension, but as the episode progresses, it becomes a series of disjointed scenes tied together by the Sorceress's Book of Magic. The incidents where the heroes encounter the effects of the eerie mist almost seem pointless, and when Daimar finally appears, the urgency has all but gone. This episode also fails to convince us that Daimar and Orko formed a friendship strong enough for the demon to renounce his destiny of evil. When the sickly sweet rainbow appears over Castle Grayskull at the end of the episode, we are less than surprised. **4/10**



SAME/AS

The animation of Cringer shivering as the eerie mist descends on the palace would later be used in "A Bird in the Hand."

At one point we see the city of Eternos in ruins; the location is also that of the ancient temple ruins from "Colossor Awakes."

Daimar the Demon's transformed character model would later be used as the character Kraal in the episode "Betrayal of Stratos."

The pose in which the weakened Sorceress is lying on the floor would also appear in "Song of Celice."



DELETED SCENES

In a scene removed from the beginning of the episode, a bored Orko races over to Teela on her android horse, tries to ride it, and gets thrown into a nearby pond.

Prince Adam and Cringer are prompted to transform in the script when a plant affected by the reality warp attacks them.

Act 1 originally ended with vines entangling He-Man, Battle Cat, and Teela.

Originally, the heroes were supposed to be attacked outside Castle Grayskull by a large, cloud-like being.

The script indicates that when Evil-Lyn attacks Skeletor, the reality warp affects her magic, enabling Skeletor to effortlessly block the attack. This is not shown to be the case in the episode.

A removed scene had King Randor, Queen Marlena, and Man-At-Arms attacked from the monitor by a water creature, which was rewritten to be a fire creature, and then written out completely.

Trap Jaw was originally supposed to journey with Skeletor and Evil-Lyn to Castle Grayskull.



Right: Daimar the Demon was illustrated to have irises. However, they were covered by the glowing-eyes special effect. In one shot you can mistakenly see his pupils.



TRIVIA

- This was the only episode of the series directed by Hal Sutherland, though he was credited throughout the series as production director.

- The script requests that the dimension shown on the monitor look like a strange, surreal, "Steve-Ditko/Dr. Strange-style environment," which it does.

- John Erwin is the voice of the giggling young Daimar, while Lou Scheimer is the voice of the transformed Daimar.

- This episode received complaints about Daimar's loving nature at the episode's end. One American minister claimed, "You cannot beat demons with love."

- During certain aspects of production, this episode was simply known as "The Demon."



CREATURES FROM THE TAR SWAMP

CAST Battle Cat, Beast Man, Cringer, Drachadon, Evil-Lyn, He-Man, King Randor, Lady Edwina, Man-At-Arms, Orko, Prince Adam, Queen Marlena, Skeletor, Stratos, Teela

SYNOPSIS Lady Edwina, Prince Adam's beautiful, rich, and spoiled cousin, arrives at the Royal Palace on a visit. Orko is captivated by her beauty and decides to amaze her with his magical abilities. After he fails to impress her with a gift, Orko begins to feel sad. Prince Adam decides to inform Lady Edwina just how brave Orko is and proceeds to tell her how Orko once saved his life with his Magic Medallion, which he subsequently lost in the Tar Swamp.

Realizing that Edwina is impressed with the powers of the medallion, Orko heads to the Tar Swamp in an attempt to retrieve it. While searching for the Magic Medallion, he stumbles upon Skeletor, Beast Man, and Evil-Lyn. Orko is captured by the Evil Warriors and witnesses the effects of their Primeval Potion, which they use to resurrect the prehistoric creatures of the Tar Swamp, including a powerful Drachadon.

As He-Man and Battle Cat make their way to the Tar Swamp, Man-At-Arms and

Teela, in the Wind Raider, are attacked by resurrected Shriekers. They are saved from a crash landing by Stratos, and they soon locate Skeletor. As the prehistoric Shriekers distract the heroes, the Evil Warriors head for the Royal Palace, with Orko as their prisoner. He-Man and his friends are able to overpower the Shriekers, but Skeletor has already taken over the palace, placing King Randor, Queen Marlena, Lady Edwina, and Orko in a dungeon.

As He-Man and Battle Cat prepare to fight the Drachadon outside of the throne room, Orko discovers his Magic Medallion on the back of the Drachadon. A flirting, selfish Lady Edwina tries to convince Orko to use his medallion to help her escape, at which point Orko realizes the kind of person she is. Orko uses his Magic Medallion to wipe out everything that has happened, and Lady Edwina is rebuked for her selfish ways.

MORAL PRINCE ADAM. "Today's story was about something more precious, more valuable than gold or silver. It's called friendship. Orko learned that friendship can't be bought. Giving somebody a present may get that person to act as if he or she is your friend, but don't be fooled. A real friend is someone who likes you for yourself, not your presents. So don't try to buy friendship. Just be yourself, and treat others with honesty and respect. And then you'll know the friends you make will be real ones."

REVIEW The plot for this episode is relatively simple, but the character writing, though not spectacular, is above average. Orko's characterization is more appropriate than in many of his other appearances in the series. During the course of the story we see him learn a hard lesson, and we can almost feel his frustration and pain. Not only are we treated to Orko's origin story, but we also get a fantastic character in Lady Edwina. She steals each and every scene she is in, thanks to her wonderful look and Linda Gary's great voice acting. The pacing of this story slows down in the middle, but it is not enough to spoil an entertaining episode. **7/10**

Right: A wide-eyed Lady Edwina flees after being scared by one of Orko's pranks.



MEMORABLE QUOTES

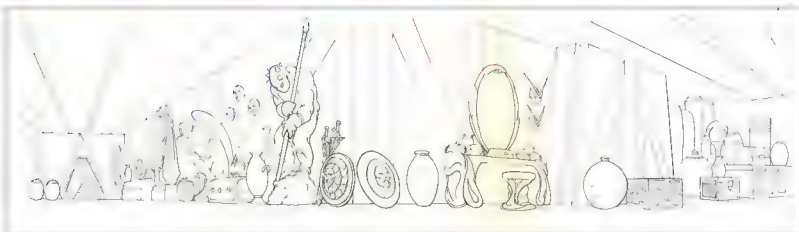
"I really should have visited before, but with all the parties I have to attend, I can hardly get away!" [Lady Edwina speaks of her hectic, spoiled life]

"Can this really be little Adam? Just look at the way you've grown! I swear, if we weren't cousins . . .!" [Lady Edwina flirts with Prince Adam]

"Well, I'd love to stay and chat with the help, but I'm really rather tired." [Lady Edwina manages to insult Man-At-Arms, Teela, and Orko with one comment]

"I'm sorry, He-Man, but you weren't invited!" [Skeletor makes himself clear as a Shrieker carries off He-Man]

"Well, I'm better with rabbits and silk tricks than jail cells . . ." [Orko explains his style of magic to Lady Edwina]



SAME/AS

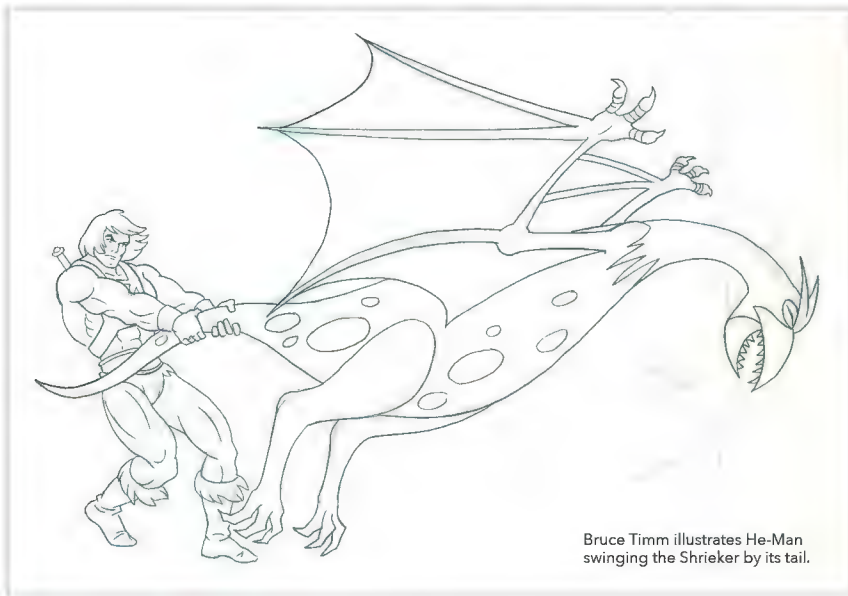
The flashback showing Orko's first appearance on Eternia and rescue of Prince Adam and Cringer from the Tar Swamp would later be seen as a flashback in "The Secret of Grayskull."

The sequence where Man-At-Arms uses a large tree branch to keep the Shrieker at bay is used once more in "Song of Celice," although on that occasion it is a Giant Crawler that is kept at bay.

The Royal Palace dungeons seen in this episode are later reused in "Quest for He-man."

Even though the Shriekers were intended to be a one-off, they appear numerous times throughout the series.

Lady Edwina's facial design would later be used for Cara in the episode "Disappearing Dragons."



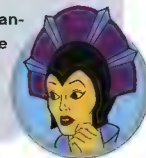
TRIVIA

• This episode was loosely based on the Filmation script premise "Creatures From The Tar Swamp," in which lightning strikes the Tar Swamp, giving life to the prehistoric creatures.

• Lou Scheimer's wife, Jay Scheimer, is the voice of Queen Marlena in this episode.

• Lady Edwina comically calls Orko "Gorpo" in one of her name-forgetting moments. Gorpo, of course, was Orko's original name.

• Skeletor would sit upon King Randor's throne just once more, in the episode "The Littlest Giant."



DELETED SCENES

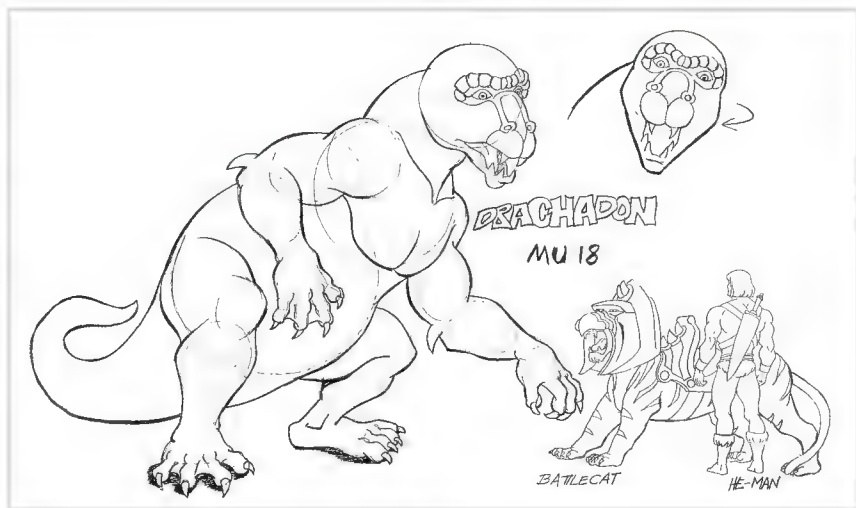
A removed scene showed Orko under his bed, looking for something to give to Lady Edwina. He finds a gold coin, which he then uses to buy the brooch.

Originally, while searching the Tar Swamps, Orko bumps into Beast Man but thinks he is an orange rock.

Amusingly, the script states, "and for lack of a better term, we'll call them the Flying Shriekers"—a name which actually stuck.

Act 1 was originally written to end with the Wind Raider hitting the rocky ground and exploding.

In a removed scene, during one of many confrontations, Battle Cat attacks one of the Shriekers and lands on its back.



Left: Layout artwork depicts the Drachadon looming over He-Man.



QUEST FOR HE-MAN

CAST Battle Cat, Cringer, Evil-Lyn, GleeDil, He-Man, Man-At-Arms, Orko, Plundor, Prince Adam, Ram Man, Skeletor, Sorceress, Stratos, Teela, Trap Jaw, Tri-Klops, Zodac



MEMORABLE QUOTES

"But I got travel sick when I time travel!" [Cringer protests as he enters the Time Corridor]

"This is the only way to fly!" [Ram Man enjoys floating through space]

"I thought we cats always landed on our feet!" [Cringer is not pleased with his less-than-graceful arrival on Trannis]

"We've got to play it smart. Sneak up on them, and take 'em by surprise!" [Orko is blissfully unaware that Plundor's evil Rabbot is behind him]

SYNOPSIS Trap Jaw and Tri-Klops attack the Royal Palace on War Sleds. While Man-At-Arms takes Tri-Klops prisoner, He-Man pursues the fleeing Trap Jaw. The villain leads him into a trap, where he is unable to move. Skeletor appears and erases He-Man's memory, banishing him to the Crossroads of All Universes.

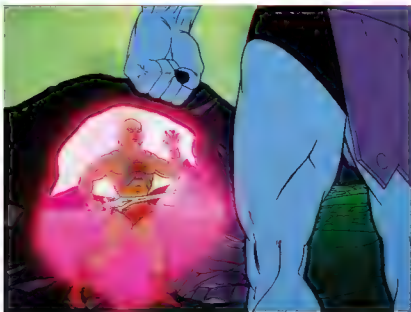
At Castle Grayskull the Sorceress tells Man-At-Arms, Cringer, Orko, and Ram Man that finding the planet that He-Man landed on will be virtually impossible. The Sorceress calls upon Zodac, who gives Orko a wand that, when combined with his magic, will guide him to He-Man.

On the planet of Trannis, the amnesiac He-Man meets GleeDil. She is at first suspicious of He-Man but decides to befriend him. Meanwhile Cringer, Orko, and Ram Man enter the Time Corridor. They follow the wand's signal and discover He-Man's Sword of Power, which Cringer uses to track He-Man's scent. At GleeDil's home she explains

that a man named Plundor polluted all that was once beautiful on the planet. Plundor, who has been spying on GleeDil and He-Man, sends his Rabbots to capture them.

At his fortress, Plundor explains to He-Man that he has the life force of the planet in liquid form, which he plans to sell for much profit. Outside the fortress, with the aid of GleeDil's Tiger-Wolf, the heroes prepare to save He-Man. He-Man, knowing that what Plundor is doing is wrong, refuses to help him, just as the heroes arrive.

Orko gives He-Man the Sword of Power and convinces him to say the magic words, which instantly restore his memory. Plundor pours the life force of the planet into a rocket and fires it into the sky. He-Man jumps aboard the rocket and forces it back down. It explodes on the way, releasing the life force of the planet and restoring Trannis's beauty. Plundor is sent to prison, while He-Man and his friends prepare to return to Eternia.



MORAL ZODAC. "In today's story, He-Man came to the aid of a planet whose natural resources were being wasted. Unfortunately, this same waste is happening now, and not on a distant planet, but right here on Earth! We must respect the plants and animals before they disappear, as some species already have. There's beauty all around us. Protect it, before it's too late."

REVIEW An episode that features ludicrously colorful characters combined with a plot detailing the slow decay of a planet sounds like an odd mix. Yet this episode somehow manages to make it work. Paul Dini, who often delights in character-driven episodes, delivers one that feels like a traditional Saturday morning cartoon. Surprisingly, the story of He-Man suffering from amnesia and meeting the strange inhabitants of Trannis becomes the subplot. This is because the moment Cringer, Orko, and Ram Man enter the Time Corridor, we realize that it is they who are the stars here. Their endearing misadventures make us warm greatly to this crazy-looking episode. 7/10

Right: Plundor proved to be one of the most striking characters of the series. Even his model sheet was memorable!



SAME/AS

The trippy magical-rainbow effect as He-Man passes through the Crossroads of All Universes would later appear in "The Return of Granamyr" and in the *She-Ra* episode "Into the Dark Dimension."

The Shminavits would later appear briefly in "The Arena" as Om details his travels throughout the universe.

The sky over Trannis would later become the basis for the polluted sky over the Fright Zone in the *She-Ra* series; this sky can also be seen in "Disappearing Dragons."

The animation showing He-Man holding aloft the Sword of Power is one of four scenes based on the

stock sequence of Prince Adam unsheathing the sword; the other three are seen in "Quest for the Sword," "The Secret of Grayskull," and "Teela's Triumph."

He-Man's punch, spinning crescent kick, and throw animation are used numerous times in the series, most notably in "Orko's New Friend."



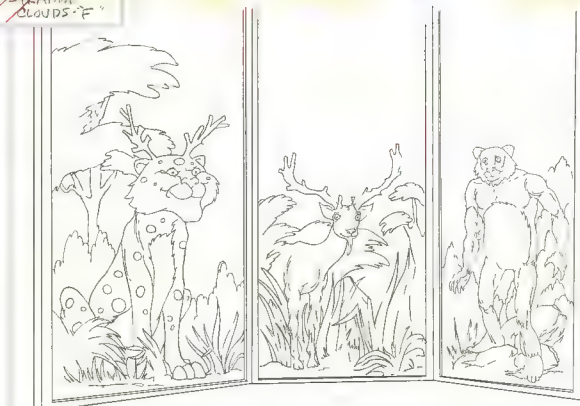
Above: Cringer, Orko, and Ram Man drift through space in one of the many comical sequences from the episode.



DELETED SCENES

The script features a more believable action sequence when Tri-Klops is knocked from his War Sled by Ram Man: Instead of falling from a great height into a small mud pond, He-Man catches Tri-Klops in the Wind Raider, flies close to the ground, and then drops him into a fish pond.

Originally in the script Skeletor used a device called an Eraser that he placed on He-Man's head, creating his amnesia through the use of incantations.



Left: This simple line art depicting the extinct species of Trannis was transformed into a beautifully painted background for the episode.

TRIVIA

- This episode was loosely based on the Filmation script premise "He-Man Who?," in which Desira (Evil-Lyn) wipes He-Man's mind, and only Man-At-Arms can restore his memory.

- In his script Paul Dini specifies that the Shminavits should speak like the Jawas in *Star Wars*.

- GleeDil's pet, though never referred to by name or breed in the episode, is known as a Tiger-Wolf.

- In its original design, GleeDil's Tiger-Wolf was ridiculously skinny with a long neck.

- Plundor is described in the script as a fearsome-looking, armor-clad villain with ears that, in silhouette, look like horns.

- In the original script, the rabbit references were intended to be more subtle.

- When Plundor speaks of the millions and billions he will have as the richest man in the universe, an image of bags of money adorned with dollar signs appears.

- Plundor's droids are comically referred to in the script as "Rabbots."

- A continuity error takes place when the characters decide to head back to Eternia: Ram Man does not appear to notice that Cringer has been replaced by Battle Cat.

- The direction at the end of this episode is odd. Shots of the planet Trannis actually show Eternia. The final shot of the episode pulls out from a planet that is implied to be Trannis, but which clearly is Eternia.

- This episode was voted by the storyboard artists as one of the episodes that did not translate well from storyboard to screen in their satirical Filmation Awards.



DAWN OF DRAGON

CAST Battle Cat, Cringer, Dragoon, Dree Elle, He-Man, Man-At-Arms, Orko, Prince Adam, Sorceress, Teela

SYNOPSIS At the Royal Palace, Man-At-Arms attempts to fix Orko's broken magic pyramid. Orko accidentally drops some meteorites near the pyramid, causing it to briefly disappear. When it reappears, a female Trollan emerges, introduces herself as Dree Elle, and tells Orko that his home world of Trolla is in great danger. Orko gets into the pyramid and travels back to Trolla while Prince Adam and Cringer head to Castle Grayskull.

At his lair Dragoon explains that he is draining all the energy from the inhabitants of Trolla so that it can be given to his master, Skeletor. Dragoon begins to drain Dree Elle's energy as Prince Adam, Cringer, and Orko stand outside the villain's fortress. Prince Adam realizes that the only way he can change into He-Man is to say the magic words backward.

As He-Man and Battle Cat fight Dragoon, Orko heads inside the fortress, where he discovers Dree Elle has been drained of all her energy. During their battle near the Bottomless Hole of Trolla, Dragoon is saved by He-Man and relinquishes his evil ways.

A saddened Orko tells He-Man that his magic has failed to revive Dree Elle, but He-Man's faith in the Trollan forces him to try one more time. This time Orko is successful in saving Dree Elle, and to show their love for one another, they reveal their faces in private. He-Man, Battle Cat, and Orko return to Eternia seconds before the dimensional gate closes.

Arriving on Trolla, Orko and Dree Elle are immediately chased by the villainous Dragoon, and Orko discovers that his magical abilities now function as they once did.

At Castle Grayskull, the Sorceress creates a portal to Trolla. He-Man and Battle Cat enter but emerge from the dimensional gate on Trolla as Prince Adam and Cringer. Attacked by a large serpent, Prince Adam finds that he is unable to transform into He-Man, so he defeats the creature through trickery. As Prince Adam and Cringer locate Orko, Dragoon manages to capture Dree Elle, and Orko is unable to save her.

MORAL HE-MAN. "In today's story Orko was faced with a very difficult decision. You know, when we're young most of our decisions are made for us. But as we get older, well, we want to make more and more of them for ourselves. And that's the way it ought to be. But sometimes we have a real tough one, a real problem. And when that happens it's a good idea to talk it over with someone else. Someone who really cares about you. Like your mother or father, or maybe your best friend. Talking a problem out with someone else can be a great help."

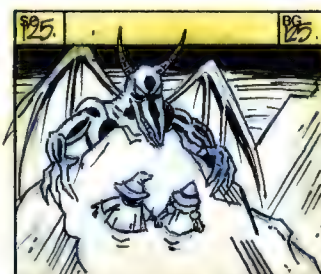
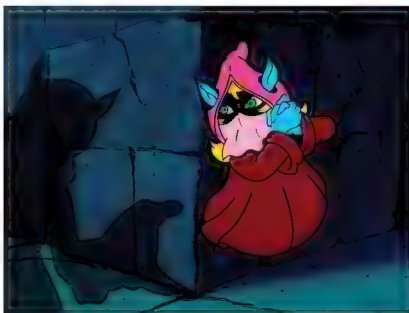
REVIEW Instead of treating Orko as a mischievous child, or using him as comic relief, Robby London gives Orko a three-dimensional personality and a history that makes us sit up and take notice. The interaction between him and Dree Elle is, at times, beautifully scripted, and we get a sense that these two cartoon characters actually do love one another. The subplot with Prince Adam unable to transform into He-Man is well paced, and the resolution is one of the most memorable moments of the series. Of course, one of the series' best scenes occurs when Orko and Dree Elle reveal their faces to one another. Orko's home world was revisited numerous times, but no other episode did it as perfectly as this. **8/10**

MEMORABLE QUOTES

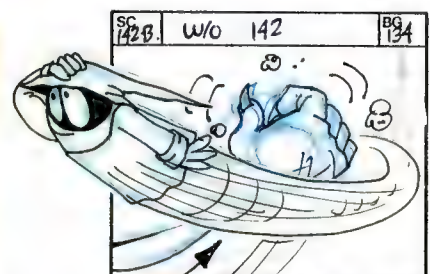
"I am Orko, Royal Magician in Residence, at your complete and total service!" [Orko is smitten by the appearance of Dree Elle]

"I've had about enough of this world . . . crazy beasts . . . upside-down trees . . . fire rays that shoot water. Even Orko's magic works! Everything's backwards here!" [Cringer solves the mystery of Trolla]

"I may be your enemy, but you're not mine." [He-Man's words to Dragoon are startling for the villain to hear]



DRAGON LOOMS OVER THE TROLLANS.
DRAGON
You two will not escape me this time.

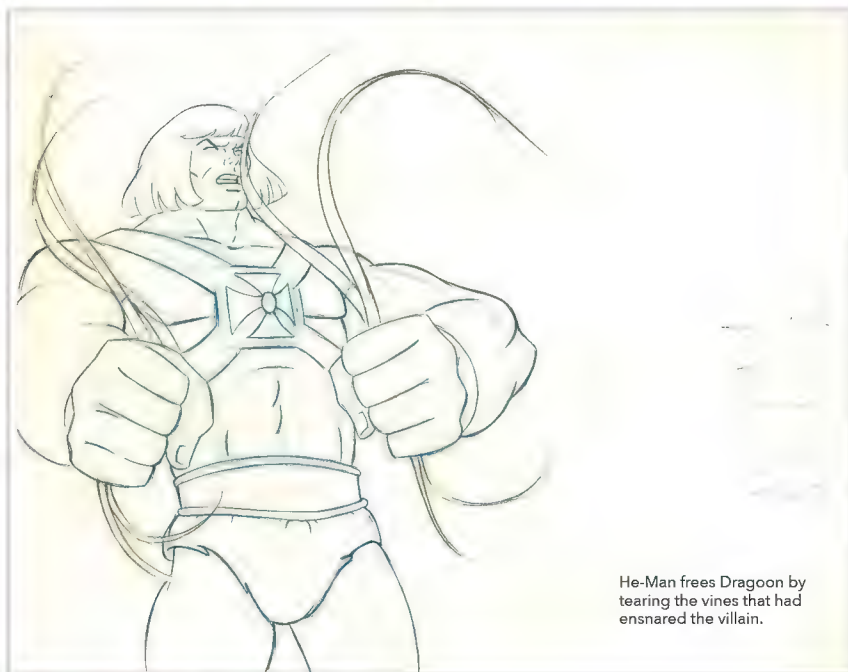
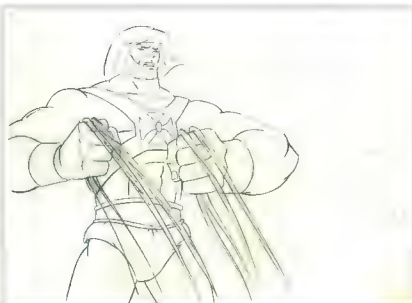


AND ZIPS REACHES FOR HIM...
DRAGON (OS)
Got ya!

SAME/AS

Dragoon's character model would later be used for the Dark One in the *She-Ra* episode "Into the Dark Dimension."

When Prince Adam realizes that he cannot transform into He-Man on Trolla, he lowers the Sword of Power and holds it across his chest, utilizing the same animation as He-Man's "I have the power" pose.



He-Man frees Dragoon by tearing the vines that had ensnared the villain.

DELETED SCENES

Originally, to silence all the imprisoned Trollans, Dragoon was to breathe a huge ball of fire down the corridor.

To transform into He-Man on Trolla, Prince Adam was scripted to say his signature phrase backward: "Luke-syarg fo ree-wop ett yib!"

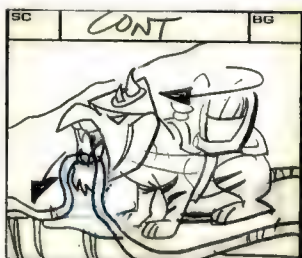
Robby London originally intended for Orko's face to be revealed, but Arthur Nadel believed leaving it unseen would have more impact.

Storyboard artist Steve Hickner illustrated Orko without his scarf and magical hat. This is the only known official illustration of Orko unmasked.

The original ending of this episode had Dragoon charge at He-Man, only to fall into the Bottomless Hole of Trolla himself. He-Man and Battle Cat muse as to Dragoon's fate and then leave. Even though the scenes were animated, the ending was hastily changed.



BATTLECAT ANTICS BACK WITH HIS HEAD...



--WHIPS THE VINE INTO THE HOLE--

TRIVIA

- The title card of this episode features an accompanying musical score exclusive to this episode.

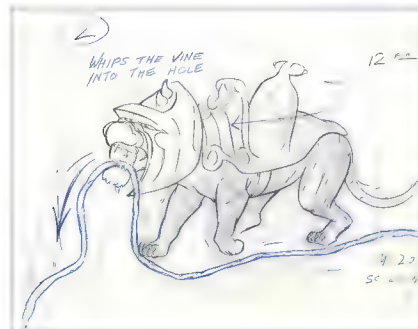
- In the script, whenever Trolla is named, the pronunciation is included beside the dialogue: "Rhymes with Paula."

- When Prince Adam transforms into He-Man outside of Castle Grayskull, the camera does not pan up and toward the Sword of Power; instead, we hear the power.

- Dragoon is revealed to be one of Skeletor's Evil Warriors. Originally, in Robby London's script for "Diamond Ray of Disappearance," Dragoon was part of the villainous lineup.

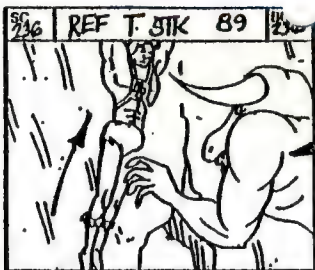
- Due to much revision work, Dragoon is illustrated in the storyboards to reflect his early design in some panels and his final character model in others.

- This episode was originally going to be used in the direct-to-video movie *The Greatest Adventures Of All*.



Left and above: Battle Cat throws a vine into the Bottomless Hole of Trolla in order to help He-Man save Dragoon.

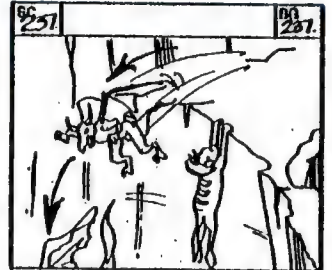




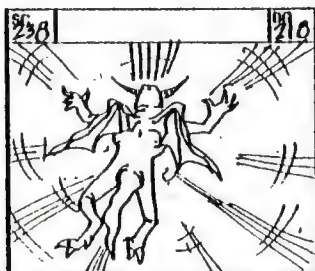
SC 236 REF T. STK 89 PG 236
AS DRAGON NEARS HE-MAN, HE-MAN
LEAPS UP...
DRAGON



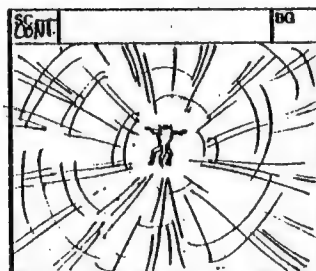
SC CONT. SC 100 PG 100
--AND OUT OF REACH OF
THE MEAN-SPRITED DRAGON--



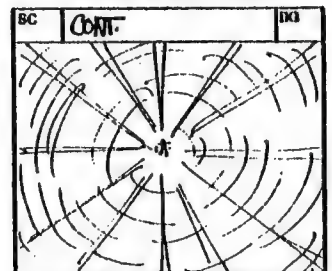
SC 237 PG 237
DRAGON FALLS OVER THE
EDGE OF THE CLIFF--
DRAGON
I'm going to fall...help!



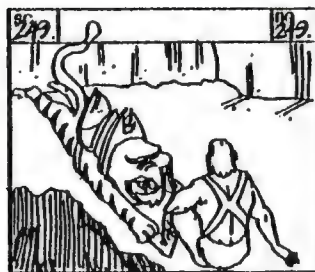
SC 238 PG 238 A
WE QUICKLY CUT FROM ABOVE...
WHERE DRAGON FALLS--



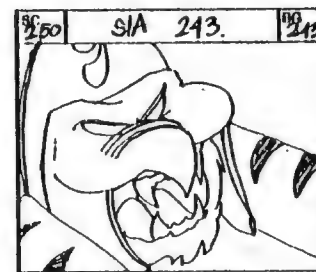
SC CONT. PG 100
--AND FALLS... AND FALLS--



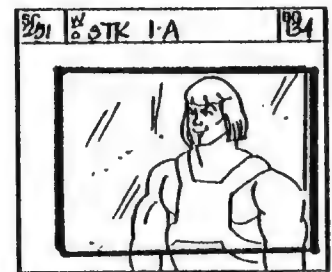
SC CONT. PG 100
...FOREVER IN THE ENDLESS
PIT... HE SLOWLY DISAPPEARS
FROM VIEW...



SC 239 PG 239
BATTLECAT IS SAFE AT LAST!
HE-MAN
(panting)
Who! We made it!

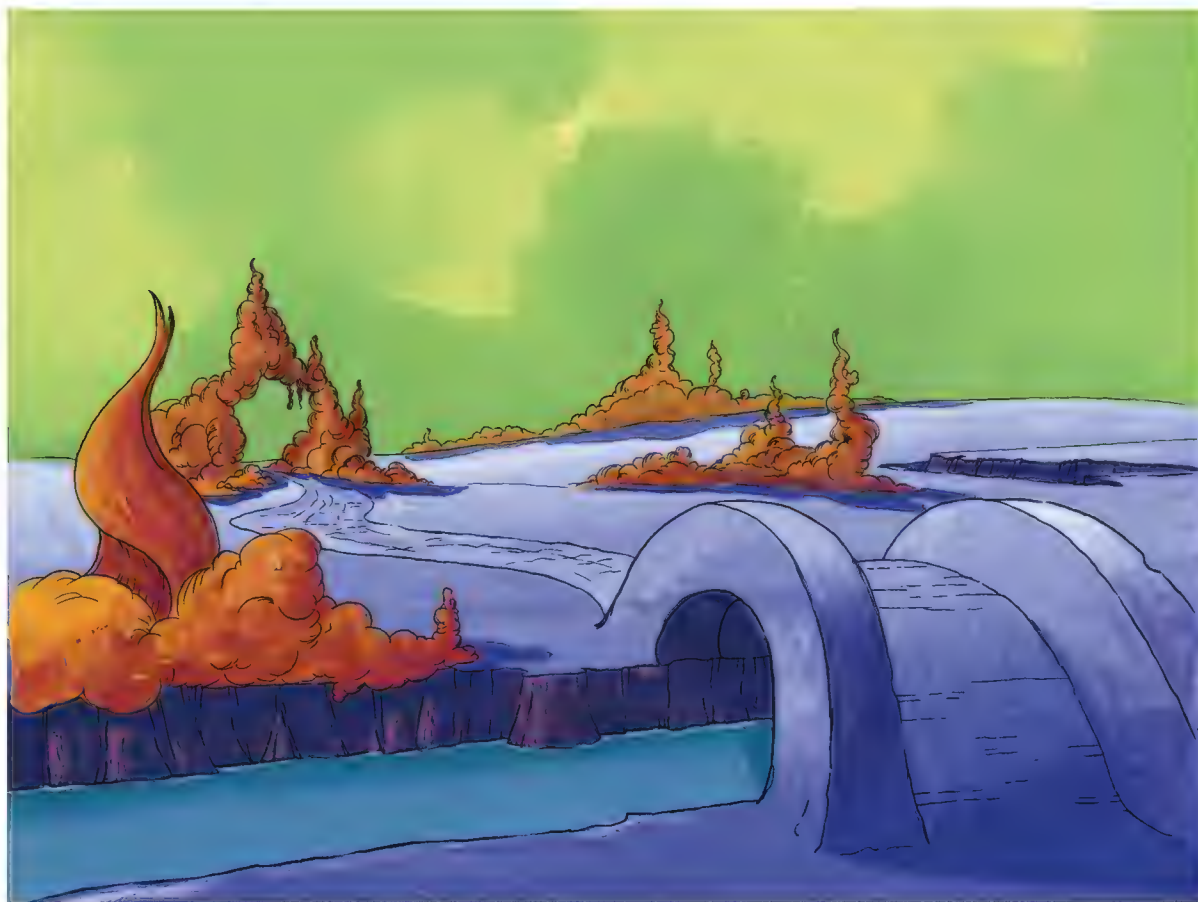
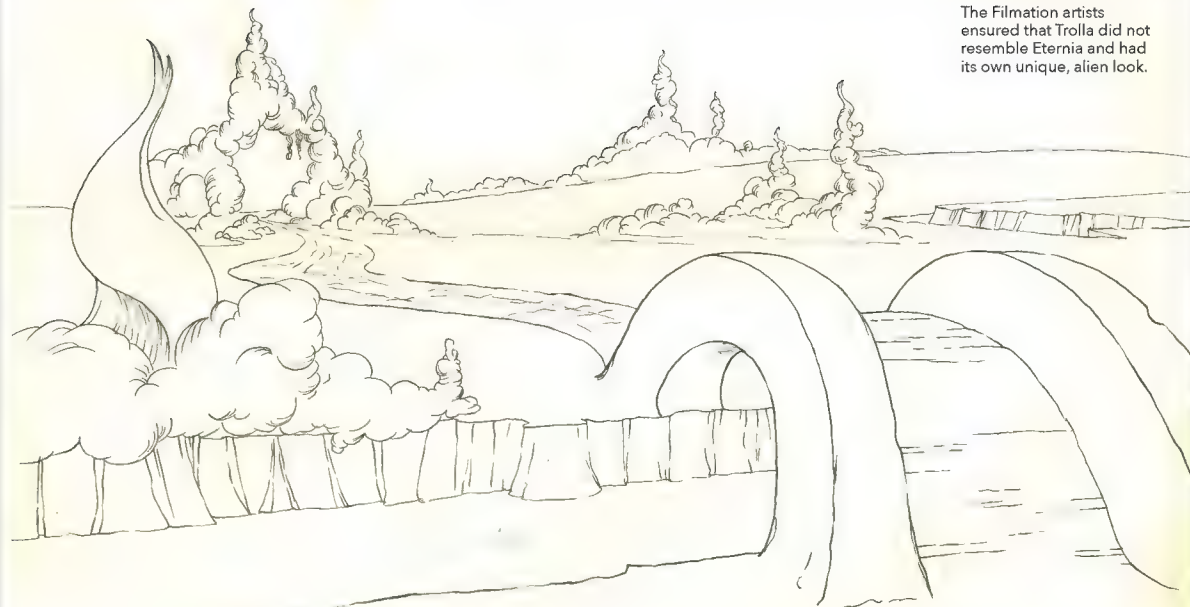


SC 240 SIA 243 PG 243 HOLD
BATTLECAT GROWLS--
BATTLECAT
Dragon was not so lucky.

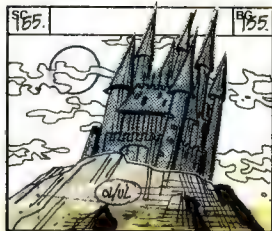


SC 241 W. STK 1-A PG 241
HE-MAN SPEAKS--
HE-MAN
No. He fell into his own trap.
Now he is doomed to fall forever.

The Filmmation artists ensured that Trolla did not resemble Eternia and had its own unique, alien look.

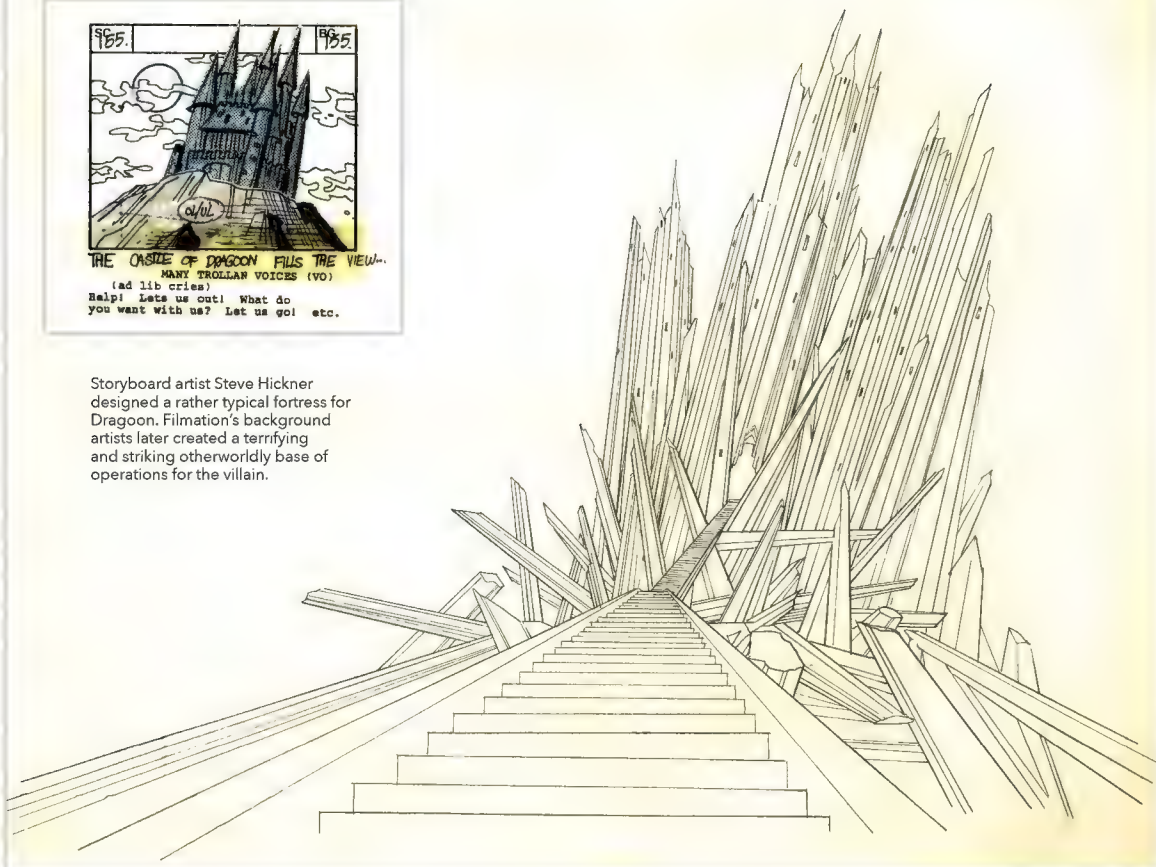


MU-20
OLUL 155



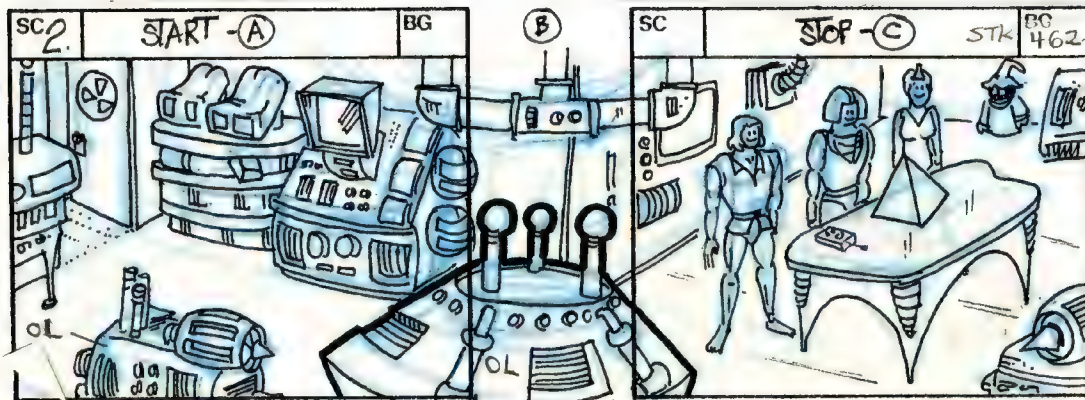
THE CASTLE OF DRAGON FILLS THE VIEW.
(ad lib cries)
MANY TROLLAN VOICES (VO)
Help! Lets us out! What do
you want with us? Let us go! etc.

Storyboard artist Steve Hickner designed a rather typical fortress for Dragoon. Filmation's background artists later created a terrifying and striking otherworldly base of operations for the villain.



MU 20
BG 54

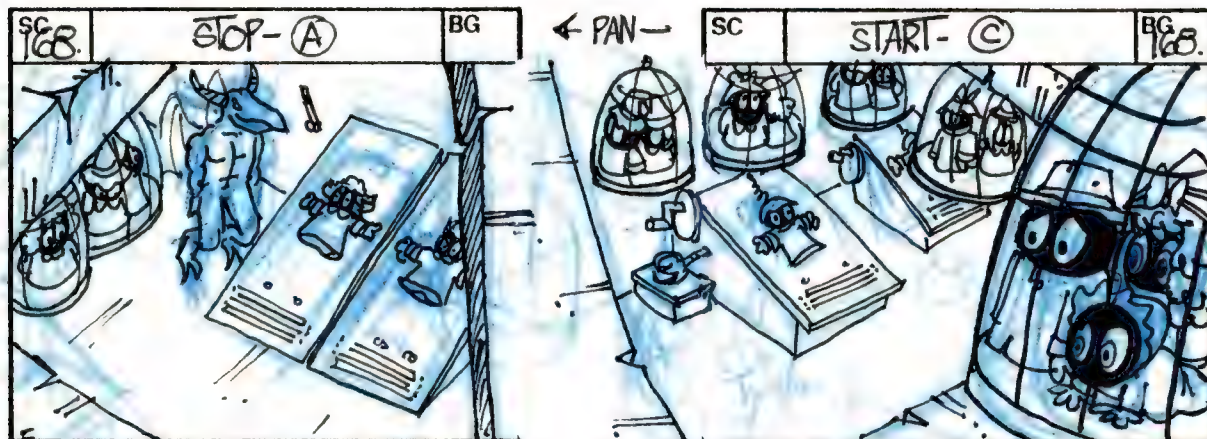
This memorable panning shot was used in many of the episodes set on Trolia. It's probably best to not mention the strange structures on the left-hand side!



NOTE:
PYRAMID
and
GEIGER
COUNTER
MACHINE

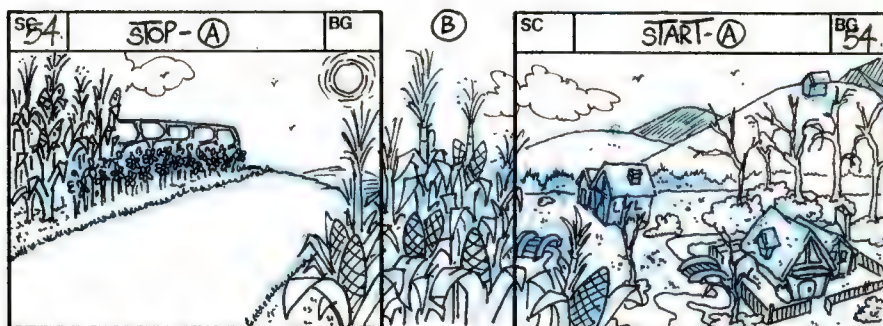
WE START AT (A) POS. IN MAN-AT-ARMS' WORKSHOP, THEN PAN ACROSS TO (C) POS.
WHERE WE PICK UP ADAM, MAN-AT-ARMS, TEELA
AND ORKO HUDDLED AROUND A TABLE--.

MAN AT ARMS (VO)
Alright...now let me get this
straight... This side is supposed to
produce flowers?



WE PAN ACROSS INCARCERATED TROLLS IN DRAGON'S ENERGY DEPRAVATION CHAMBER...

DREE ELLE
(distracted)
What's wrong with them?!



WE START AT A QUANT LITTLE COUNTRY VISTA, THEN PAN ACROSS THE PRETTY
COUNTRYSIDE TO A DIRT ROAD...

Right: Dree Elle was
designed by storyboard
artist Tom Tataranowicz.



THE ROYAL COUSIN

CAST Evil-Lyn, He-Man, King Randor, Man-At-Arms, Orko, Prince Adam, Prince Jeremy, Ram Man, Skeletor, Sorceress, Teela, Tri-Klops



MEMORABLE QUOTES

"That's not much better." [Jeremy is unimpressed upon learning that Man-At-Arms' real name is Duncan]

"Quiet, Evil-Lyn! Skeletor has ways of hearing!" [Tri-Klops is unusually paranoid]

"When Adam hears what you've done, I guarantee he'll agree with He-Man!" [Man-At-Arms confidently predicts punishment for Jeremy]



SYNOPSIS Skeletor vents his anger at Evil-Lyn and Tri-Klops, who have lost the Growth Globe in a recent battle with He-Man. At the Royal Palace, Prince Adam tells Man-At-Arms that the globe is now hidden safely in Castle Grayskull. King Randor summons Prince Adam to look after his somewhat difficult cousin, Prince Jeremy.

Prince Adam and Man-At-Arms journey to the Fertile Plains to test the Rock Softener, leaving Jeremy in the hands of Ram Man. Jeremy manages to distract Ram Man long enough to steal a Sky Sled, and, when he is unable to land it, He-Man saves both Jeremy and Ram Man, who himself has attempted to stop the boy. Evil-Lyn and Tri-Klops watch the incident and realize that the Rock Softener is a device that could penetrate the walls of Castle Grayskull.

Disobeying an order to stay in his room, Jeremy goes to the street market, where a Magneto Boomerang is purchased for him by a disguised Evil-Lyn. In return she

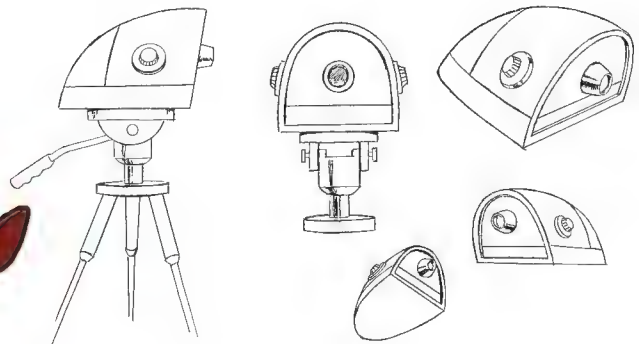
asks for the Rock Softener. Man-At-Arms alerts King Randor and Prince Adam to the disappearance of the Rock Softener, and they soon realize that Jeremy was tricked by Evil-Lyn.

He-Man and Man-At-Arms hurriedly journey to Castle Grayskull, where Evil-Lyn and Tri-Klops are preparing their attack. One of the Hover Robots reports that the Growth Globe is inside the castle, prompting Tri-Klops to activate the device. Both He-Man and Man-At-Arms are overpowered by the villains, but Jeremy shows up and saves them. Tri-Klops and Evil-Lyn are imprisoned as He-Man races into Castle Grayskull, where the Growth Globe is growing at an incredible rate and beginning to destroy the castle from the inside. He-Man uses his great strength to make the Growth Globe shrink, and then kicks it into outer space.

Jeremy, having learned his lesson, apologizes for the trouble he has caused as he leaves the palace for home.

MORAL **HE-MAN.** "Well, Orko, Jeremy sure changed his ways." **ORKO.** "Yeah. He was acting pretty rotten for a while. I think all he really wanted was for people to notice him. But what good does it do to be noticed if people don't like what they see?" **HE-MAN.** "That's right. The best way to get attention is not to look for it. By being polite and helpful, people will not only notice you, they'll like you, too!" **ORKO.** "I'm going to do something helpful right now." **HE-MAN.** "What's that?" **ORKO.** "I'm going to say goodbye!"

REVIEW Robby London not only manages to include a great deal of character development in this script, but also turns in an enjoyable, action-packed story featuring a small but great cast of characters. Prince Jeremy has to be one of the most dislikable characters to have ever appeared in the series. It is a testament to both the writing and the voice acting of Erika Scheimer that he also has one of the most believable character turns. The story itself is thoroughly entertaining, with Evil-Lyn enjoying her time in the spotlight. As the episode progresses, it is interesting to see how each character reacts to Jeremy—and that in itself is what makes the episode better than most. **6/10**



SAME/AS

Evil-Lyn's disguise in this episode is the same one she previously used in "The Curse of the Spellstone."

Jeremy's character model would later show up in the episode "Battlecat," in a flashback of Prince Adam's youth.



He-Man pushes against the ever-increasing force of the Growth Globe.

DELETED SCENES

Michael Halperin, acting as a series consultant, suggested having Ram Man babysit Prince Jeremy, and had the Wind Raider replaced by a Sky Sled for the joyride.

In a removed scene, Jeremy sets up Ram Man on a seesaw and launches him into the sky, calling him "Ham Man!"

Originally, when King Randor, Prince Adam, and Man-At-Arms discuss the implications of the stolen Rock Softener, the scene was written to take place at night, as was the remainder of the episode.

In a scene cut for time, He-Man battles the Hover Robots outside of Castle Grayskull.



TRIVIA

- Originally this episode was titled "Treacherous Cousin" and did not feature the Growth Globe.
- The title card of this episode features an accompanying musical score exclusive to this episode.
- This is the first of two times Evil-Lyn and Tri-Klops team up together; the next would be in "Ordeal in the Darklands."
- Prince Jeremy is voiced by Erika Scheimer—her first voice role in the series.
- Both transformations of Prince Adam to He-Man are edited in this episode; in the first, the power of Grayskull drowns out his magic words, and the second includes the briefest of shots showing the power bursting forth from the sword.
- At the very end of the episode the heroes are laughing, and we can hear Teela's stock laugh. However, there are no females present in the scene.
- In Tri-Klops's near-final design, his eyes were illustrated to match his action figure. The shapes for each eye were very much a last-minute addition.



BONUS THE POWER OF HE-MAN:

Realizing that no magic can stop it, He-Man pushes against the Growth Globe, using all of his strength. He manages to reduce its size, and when it is small enough, he kicks it into outer space.



Left: The character model for Prince Jeremy highlighted his bratty nature.



SONG OF CELICE

CAST Battle Cat, Beast Man, Celice, Cringer, Evil-Lyn, He-Man, Lizard Man, Man-At-Arms, Orko, Panthor, Prime Minister Pangas, Prince Adam, Skeletor, Sorceress, Teela, Trap Jaw, Yog, Zoar



MEMORABLE QUOTES

"How horrible! To live with such a threat..." [Prince Adam is shocked by the constant threat posed by Yog]

"It was her idea, Skeletor!" [Trap Jaw is quick to betray Evil-Lyn]

"I think you can be persuaded. Evil-Lyn! 'Persuade' her!" [Skeletor is confident that Celice will side with him]



SYNOPSIS Prince Adam, Cringer, Teela, and Orko are visiting Tahryn on diplomatic business when a giant earthquake begins to shake the city apart. As Prince Adam prepares to transform into He-Man, he notices a woman singing a wordless melody which prevents the continued destruction. Pangas, the Prime Minister of Tahryn, and Celice, the singer, explain that a creature called Yog sleeps in the caverns beneath their city, and whenever he awakes a singer must lull him back to sleep.

Watching the events unfold, Skeletor takes interest in the singer and sends Evil-Lyn and Trap Jaw to capture her. The villains are successful in their capture of Celice, and have thus endangered all of Tahryn should Yog awake. Man-At-Arms and Teela fly to Snake Mountain, while He-Man, Battle Cat, Orko, and Lizard Man journey into the caverns to stop Yog. A Giant Crawler, controlled by Beast Man, captures Man-At-Arms over the Plains of Perpetua and takes him to Ice Island in the middle of the Lake of Fire.

While He-Man and his friends battle Orcs in the caverns beneath Tahryn, Evil-Lyn takes control of Celice's mind at Snake Mountain; Skeletor believes that Celice can lower the jaw-bridge of Castle Grayskull with her siren song. Teela manages to save her father, and the two of them head for Castle Grayskull.

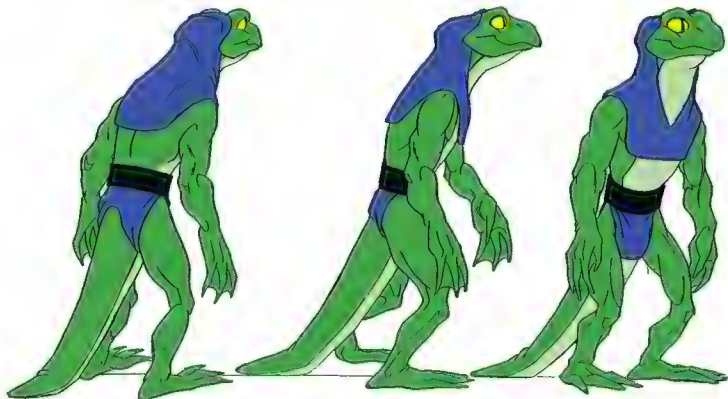
The Evil Warriors arrive at the castle, and a regretful Celice manages to lull the Sorceress to sleep with her song. The heroes are reunited just as Celice breaks Evil-Lyn's control over her. He-Man and his friends are successful in preventing the villains from entering Castle Grayskull. Suddenly, Yog reappears, having followed Celice's song. Angered by Evil-Lyn, the monster begins to attack the castle, but He-Man defeats Yog by throwing the creature into a bottomless abyss. Celice awakens the Sorceress with her song and is made aware by the heroes just how talented and valued she is.

MORAL TEELA. "In today's story, the beautiful voice of Celice kept the evil Yog from making all sorts of bad things happen. Now, I can't promise that a song will make any magic for you, but I can promise that when you're feeling lonely or sad—and we all do sometimes—if you try singing a song, or maybe whistling, or maybe just smiling, you'll feel a lot better. Honest! Try it and see. And I'll be seeing you, very soon. Bye now!"

REVIEW This episode has all the makings of a great one, but somehow it falls short. The basic premise itself is wonderful, but too many opportunities are passed by. Instead of seeing more of Celice and the danger Tahryn faces in her absence, we are treated to an out-of-place subplot involving Teela attempting to locate and rescue her father. The scenes at Snake Mountain with Celice falling under the command of Skeletor are good, but by contrast the scenes of He-Man and his friends following Yog are not. The final confrontation at Castle Grayskull should feel like an event, but it feels like something is missing. Yog's all-too-brief battle with He-Man pretty much sums up the episode. **4/10**



Right: Before Mattel decided not to pursue his action figure, Lizard Man was originally intended to be a recurring character.



SAME/AS

Prime Minister Pangas's character model would later be used for Professor Orion in the episode "The Shadow of Skeletor."

The character model for Celice was later used for Mira in "Ordeal in the Darklands" and again for Princess Nami in "City Beneath the Sea."

The animation of Beast Man summoning the Giant Crawler would be reanimated for Mer-Man in "Double Edged Sword."

The design of the monster Yog would be reused for the Korlock in "The Cold Zone."



DELETED SCENES

In the original script Man-At-Arms is present at Tahryn, so his appearance is not as surprising as it is in the episode when he suddenly appears heading toward Snake Mountain with Teela.

In the script Beast Man, in the Basher, flies toward Castle Grayskull; Teela leaps onto the ship and pulls a lever, bringing it to a stop.



Above: Skeletor's Castle Grayskull diorama, which the villain states was built from a stone stolen from the castle, was illustrated with great detail.

TRIVIA

- We see Prince Adam reach for the Sword of Power, only to stop himself upon witnessing Celice's singing.
- Lizard Man makes his second, final, and most prominent appearance in the series.
- The beautiful landscape that Man-At-Arms and Teela fly over is called the Plains of Perpetua; though referenced in the series bible, this is the only time it appears.
- The Lake of Fire, where Man-At-Arms is held captive, is based on the underground lake seen in the motion picture *Dragonslayer*.
- At one point in the episode, we see that Skeletor has built a beautiful and highly accurate miniature reproduction of Castle Grayskull; he claims it was built from a stone he stole from the castle.
- This is the first time we see the previously hidden ram of the Basher—explaining the vehicle's unique name.
- Lizard Man was originally designed by Tom Tataranowicz and based on a Filmation concept illustration for the action figure that would eventually become Whiplash.
- This episode was originally going to be used in the direct-to-video movie *The Greatest Adventures Of All*.
- Michael Reaves, the writer of this episode, went on to great success as a writer of numerous shows, including *Batman: The Animated Series* and *Gargoyles*.



BONUS WIZARD OF WEAPONS: From his first appearance in Snake Mountain, we see Trap Jaw sporting a new attachment. From that moment on, we know that it will come into play at some point. Sure enough, Trap Jaw demonstrates the thunderous power of his Pile-Driver by destroying a monolith that Lizard Man heroically stands atop.



THE RETURN OF ORKO'S UNCLE

CAST Azrog, Battle Cat, Cringer, He-Man, Karg, Montork, Orko, Prince Adam, Spydra, Teela



MEMORABLE QUOTES

"Oh, dear! You look like a witch. Er, perchance, would you be Spydra?" *[Even in the face of danger, Montork shows politeness]*

"You forget, my dear, I'm a magician, too, and a good one at that, if I do say so myself!" *[Montork has few confidence issues around Spydra]*

"Hickory? Dickory? What kind of magic spell is that?" *[Teela questions one of Montork's spells]*



SYNOPSIS On the planet Trolla, Orko's uncle, Montork, has imprisoned the villain Azrog in a magical cage. Azrog uses a transport beam to allow himself and Karg, his pet, to escape to Eternia, where he plans to meet his partner in evil, Spydra. Montork follows his archnemesis into the transport beam, which splits in two once it reaches Eternia.

Montork finds himself in Spydra's castle, while Azrog arrives at the Royal Palace, creating chaos and prompting the appearance of He-Man. Azrog proves to be powerful and escapes the heroes, revealing that not only did Montork cause the mix-up, but that he is heading to Spydra's lair.

He-Man, Teela, and Orko give chase in the Wind Raider. Effortlessly escaping Spydra's clutches, Montork bumps into Orko and company, who lead the charge to Spydra's castle to stop the evil alliance. Azrog uses his magic to overpower Spydra and make her his slave. Orko wants desperately to

impress his uncle with his magical powers, and to prove his bravery, he wanders away from the group and into the castle.

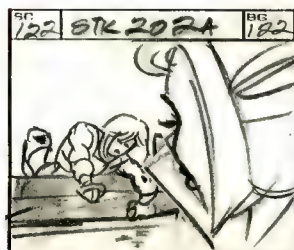
As the heroes battle Karg, Orko manages to get himself captured by Azrog and Spydra. When He-Man, Teela, and Montork enter the castle, Azrog reveals that he has used his evil magic to brainwash Orko into acting in his defense. Azrog convinces Orko that the only way to impress Montork is to destroy him using Spydra's wand. While Montork tries to dissuade Orko, He-Man and Teela battle Azrog.

Montork tells his nephew about the true meaning of love, and the little Trollan is finally able to break Azrog's spell. He-Man destroys the wand and weakens Azrog in doing so.

Orko reluctantly says goodbye to his uncle as Montork takes Azrog and Spydra back to Trolla with him. Orko is so filled with love that he explodes, destroying Spydra's castle in the process.

MORAL ORKO. "Boy, I sure got myself in trouble today! And it all started when I fooled around with something I didn't really understand. When you're growing up, it's natural to be curious. But when you fool around with things you don't understand, it's downright dangerous! Things like electricity, pills, or berries in the forest. Play around with them, and you're playing with trouble! Handle only the things you know are safe and you'll be taking a big step toward avoiding accidents. Bye!"

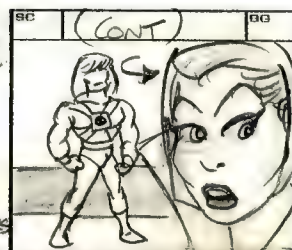
REVIEW The return of Orko's uncle Montork is sadly nowhere near as good as his debut in "Orko's Favorite Uncle." This episode starts off with a lot of promise with new Trollan villains Azrog and Spydra, both of whom are striking in their design. Sadly, aside from an average script, which tries to repeat the events of Montork's debut appearance by reversing the situation and making Orko evil, the animation and visuals in this episode border on the atrocious. The cartoony elements that are peppered throughout the episode fall flat because of the continued reliance on Filmation's stock system. While the script does get stronger during the climax of the episode, by this point, we have already lost interest. **5/10**



OUR HERO CLIMBS ONTO THE ROOF

LO
SET UP
TO WORK
WITH SC
124

CONTAINERS
AND
VARIOUS
SCI-FI
JUNK



TEELA
Just in the nick of time, too!

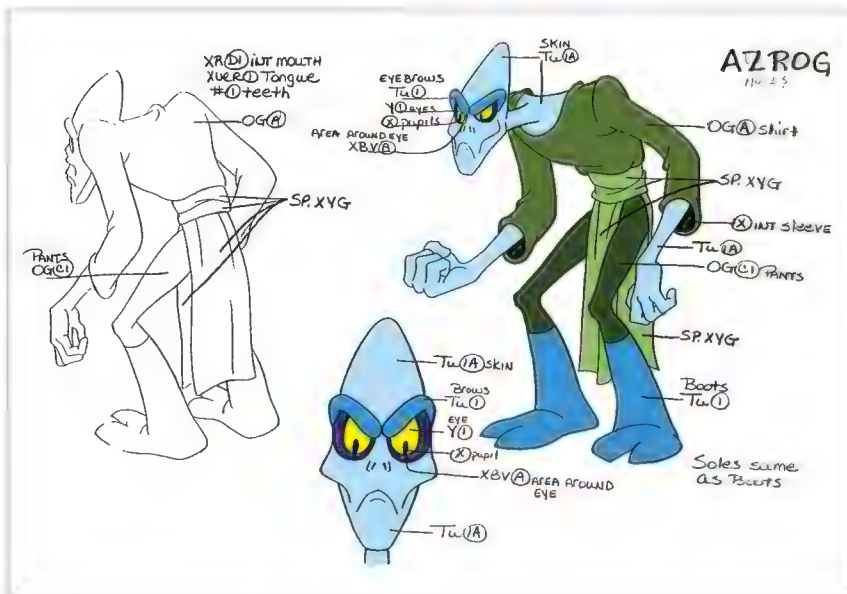
SAME/AS

The animation of He-Man spinning the grappling iron would be used in numerous episodes throughout the series.

The backgrounds showing the interior of Spydra's castle would later be reused in "Search for the Past" as Castle Fear's interiors.

At the end of the episode, an excited Orko waves his arms; this animation would be used during Orko's brief appearance in "Search for the VHO."

We see Teela put her hand to her mouth and giggle using the same animation seen in "Diamond Ray of Disappearance."



DELETED SCENES

In the script, having captured Karg in a sack, He-Man uses the Sword of Power to rip open the roof of Spydra's lair, enabling them to find Montork quicker.

The episode's end was staged differently in the script, with He-Man, Teela, and Orko all sitting on the ruins of Spydra's castle, grinning happily at one another.



TRIVIA

- This episode was written to take place after "Orko's Favorite Uncle." Due to the way scripts were assigned production numbers, the two first-season appearances of Montork were reversed.

- Douglas Booth wrote both this episode and "Orko's Favorite Uncle." Both stories feature the possession of a Trollan (either Orko or Montork), and the power of love is used to break the spell that binds them.

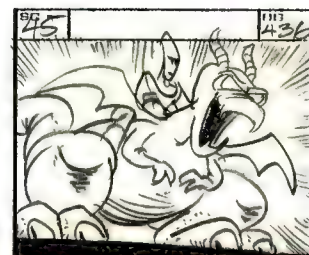
- The original design of Spydra has her sporting a Mohawk hairstyle.

- Oddly, during the brief fight with Azrog at the Royal Palace, a tablecloth is used twice in battle—and on both occasions appears to defeat the enemy.

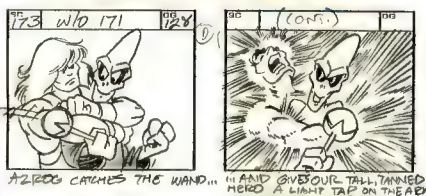
- This episode was storyboarded by Barry Caldwell, who would go on to direct episodes of *Animaniacs*.

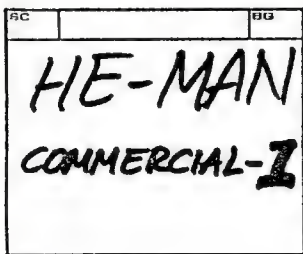
- This episode was voted by the storyboard artists as one of the episodes that did not translate well from storyboard to screen in their satirical Filmation Awards.

- When illustrating the character of He-Man in his storyboards, Barry Caldwell would often change the symbol on his harness. Thus we see He-Man sporting the Superman insignia, the bat symbol, an exclamation point, and even a question mark.



Oh! TEELA (V0)

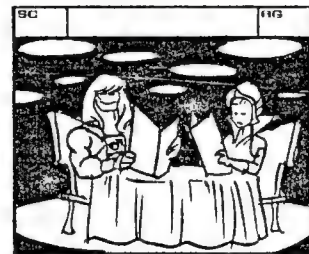




FADE OUT



"HE MAN: DO YOU KNOW ME? IN SOME PLACES, I'M KNOWN AS THE STRONGEST MAN IN THE UNIVERSE"



"... BUT THAT DOESN'T CUT ANY ICE IN THE SWANKIEST RESTAURANT IN THE GALAXY."

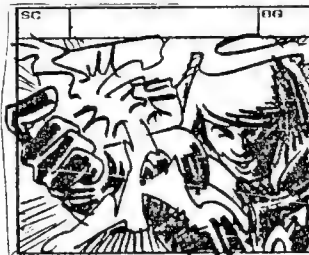
FILMATION
MU-COM-1



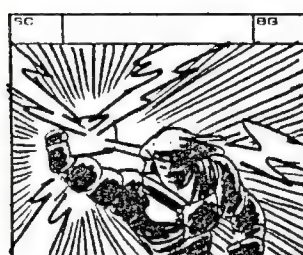
"THAT'S WHY I CARRY..."



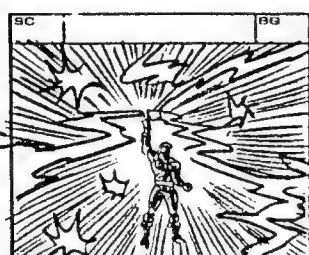
"THE MASTERS OF THE UNIVERSE CREDIT CARD..."



KA-ZHOOD!

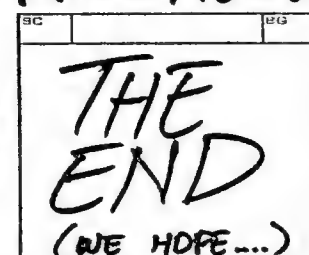


"... ACCEPTED AT OVER 6 BILLION HOTELS, RESTAURANTS AND BROTHELS THROUGHOUT THE GALAXY!"

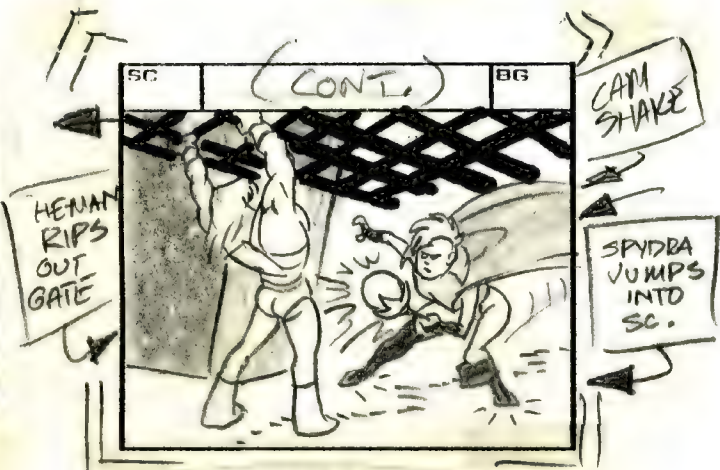


"THE MASTERS OF THE UNIVERSE CARD!! DON'T LEAVE THE SOLAR SYSTEM WITHOUT IT."

FADE OUT



HE MAN (con't)
So I'll just have to open it myself!



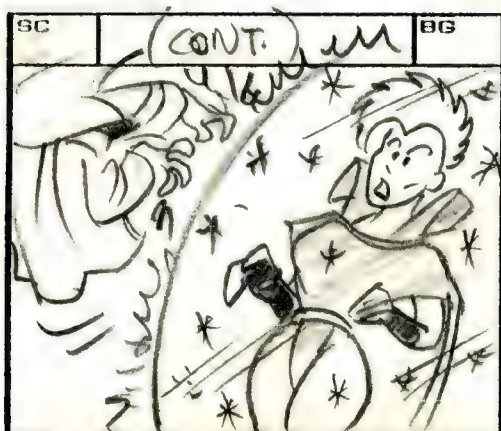
HEMAN RIPS OUT GATE

(CONT.)

CAM SHAKE

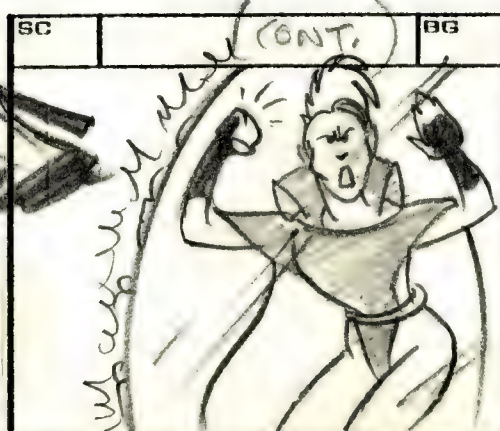
SPYDRA JUMPS INTO SC.

SPYDRA
That's as far as you'll get, He Man!

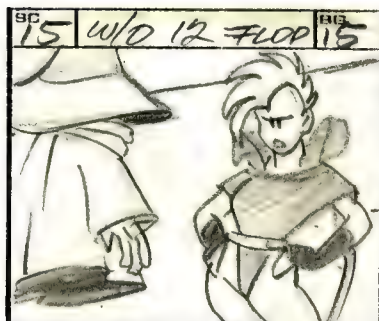


A MAGIC BUBBLE
MATERIALIZES AROUND
SPYDRA

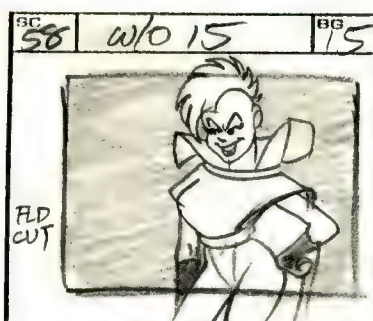
MONTY
FLOATS
O.S.



SPYDRA
Hey! What are you doing? Let
me out of here!



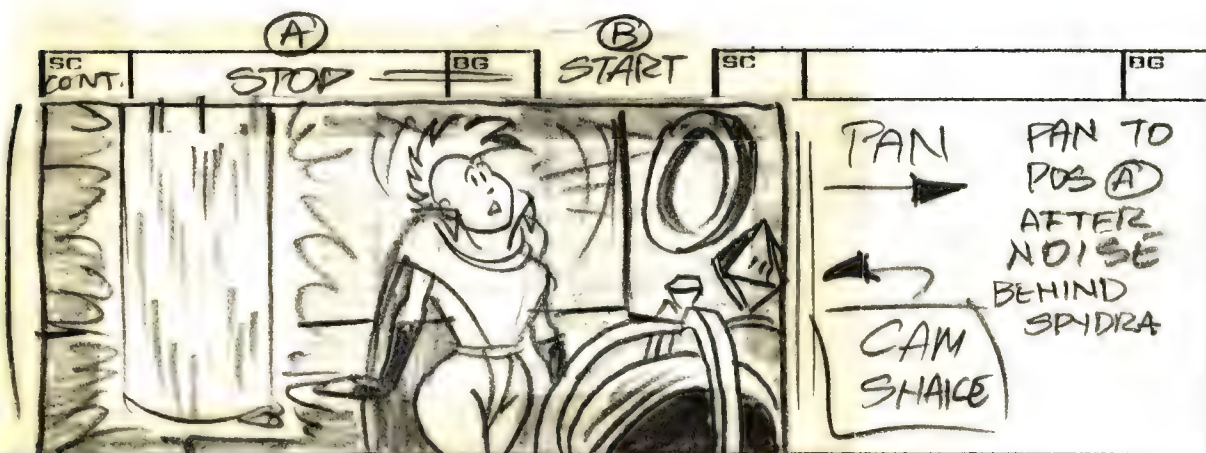
SPYDRA
And you, sir! What did you
do with Azrog?!



SPYDRA
You'll see! Once Azrog and I
join our powers...



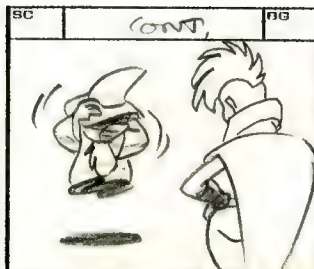
SPYDRA
We'll be unbeatable!
(cackling laughter)



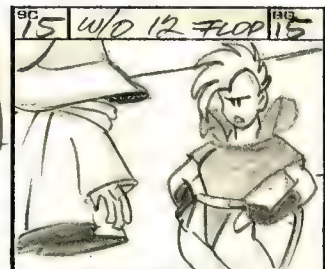
SPYDRA
(gasp)



SPYDRA
PLACES
HANDS
ON
HIPS



MONTY
COVERS
FACE
↑
HIDE
UP



I am!

SPYDRA

MONTORK
Hmm. I was afraid I'd be
correct.

SPYDRA
And you, sir! What did you
do with Azrog?!

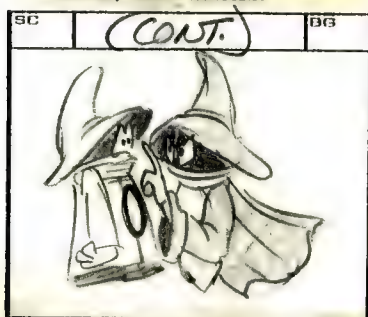
Barry Caldwell's
storyboards were
incredibly expressive.
Sadly, much of his
visual suggestions
were not executed
for the actual
episode.



ORKO
(to Montork)
Good! Wait till you see me in
action, Uncle Montork!



ORKO
My magic's really super good now!



MONTORK
Fine, Orko, fine. But just be
careful. Azrog and Spydra are
a dangerous pair!



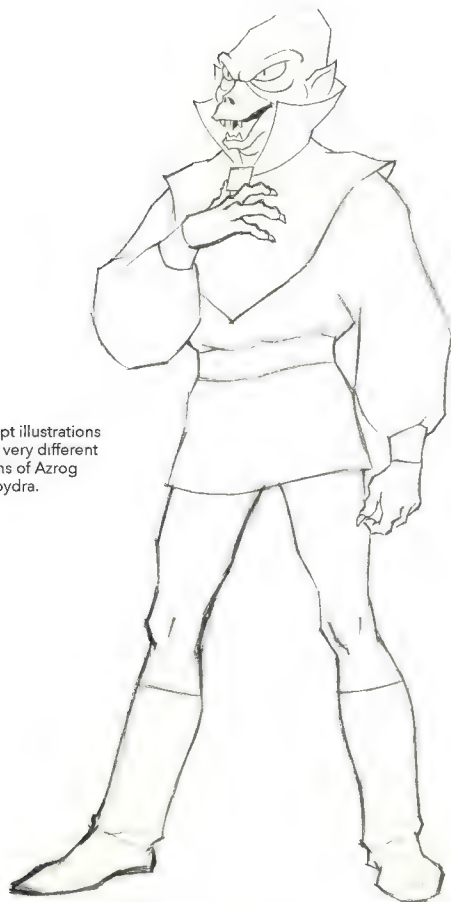
ORKO
Well, they'd better watch out
for me and my uncle!



FAN WITH ORKO AS
HE FLIES THROO
STOREROOM

ORKO
Boy! Look at all this stuff!

ORKO STOPS AT A TABLE
WITH A GLOWING WAND
ON IT.



Concept illustrations depict very different versions of Azrog and Spydra.

WIZARD OF STONE MOUNTAIN

CAST Battle Cat, Cringer, He-Man, Karyn, Lokus, Mallek, Man-At-Arms, Orko, Prince Adam, Ram Man, Spirit of Evil, Teela

SYNOPSIS Mallek, the wizard of Stone Mountain, frustrated after Teela's rejection of his love, storms about his castle. Karyn, Mallek's assistant, is concerned for his well-being, but he orders her to leave his presence. Suddenly a creature introducing itself as Lokus appears, offering to help Mallek win the heart of Teela. Mallek immediately agrees, and their pact is sealed with a painful handshake. Lokus immediately destroys the Stone Mountain dam, flooding nearby crops. Bound by the deal, the outraged Mallek can do nothing.

At the Royal Palace, Lokus, in disguise, informs Teela that Mallek has destroyed the dam out of heartbreak over her. Shocked, Teela enlists the help of the Heroic Warriors. As they journey to Stone Mountain, Karyn becomes suspicious of Lokus. To rid himself of her, Lokus creates a Shrieker from some decorative skeletal remains, and the creature flies away with Karyn. He-Man aids Karyn in

escaping the clutches of the creature. Teela relates her past with Mallek at the City of Wisdom to He-Man, Battle Cat, Ram Man, and Karyn. Just as she finishes telling the story, Mallek kidnaps her.

At Stone Mountain, Lokus declares that Mallek's time has run out, and that his payment is due. He summons his master, the Spirit of Evil, who appears in a nearby fire, ready to take Mallek's soul. He-Man appears, and the Spirit of Evil battles the hero, discovering that He-Man's goodness is a match for his own evil powers. As the flames reach out and grab Mallek, Karyn cries out in desperation and offers her soul instead. The Spirit of Evil agrees and takes her, only to realize that her power of love is too strong for him. He retreats as Mallek and Karyn discover their love for one another. A while later, Teela teases He-Man by revealing that she has grown rather fond of Ram Man.

MORAL **TEELA.** "In today's adventure, Mallek thought he could do whatever he wanted. But instead he found that when you do something wrong, you may get away with it for a while, but sooner or later you have to answer for it. Fortunately for him, Mallek had friends who cared about him and came to his rescue. All of us make mistakes, but doing something wrong, when you know it's wrong, really doesn't make sense. Sooner or later it catches up to you. Until next time . . . bye."

REVIEW Once more, Paul Dini gets a chance to write Teela, and once more, he makes the character shine; her relationship with Mallek is one of the most memorable of the series. Mallek himself is a great guest character. From his opening scenes to his foolish bargain, we get a sense that this is a man who is not thinking clearly. He-Man's confrontation with the Spirit of Evil is incredibly well scripted; not only does it take the dynamic of good versus evil to a new level, but we also learn just how deep He-Man's goodness runs. What Paul Dini does with this episode is write a love story like no other—a love story that involves three people, the rescuing of a man's soul, and the Spirit of Evil. **7/10**

MEMORABLE QUOTES

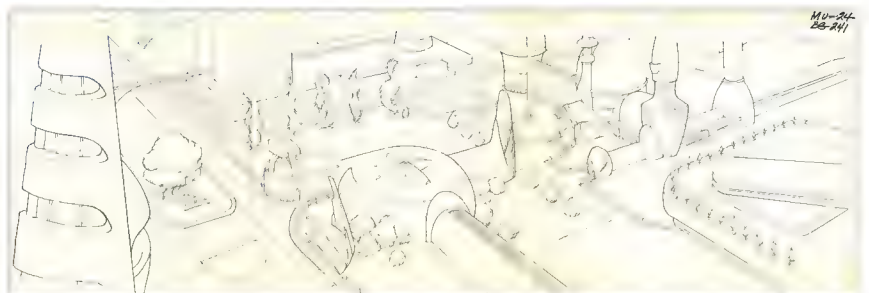
"Another day wasted in this lonely tower! Me, Mallek, the 'mighty wizard of Stone Mountain,' held prisoner by the memory of the one I love!" [Mallek mocks his own position in life]

"Well, there is price involved . . . a rather high price!" [Lokus fails to go into details with Mallek]

"Time is the one thing you've run out of, Mallek!" [Lokus prepares to reveal the truth]

"I am the master of fear, and destroyer of hope! The enemy of mankind throughout the universe! Mortal, I am evil itself!" [The Spirit of Evil introduces himself to He-Man]

"Hey, guys, when you've got it, you've got it!" [Ram Man walks off with Teela, while He-Man and Battle Cat are left stunned]



SAME/AS

Lokus would later appear as Slarti in the *She-Ra* episode "Darksmoke and Fire," where he would be teamed up with Nazghal (based on Tauron from "Orko's Favorite Uncle").

The animation showing the flooding of the crops would be used in "Evilseed" and most other episodes that involved a flood or a dam bursting.

Teela's shocked expression when Lokus (in disguise) tells her of Mallek is the same one used in "Diamond Ray of Disappearance" when she confronts Trap Jaw.

He-Man's dive into the water would later be used in "The Remedy."

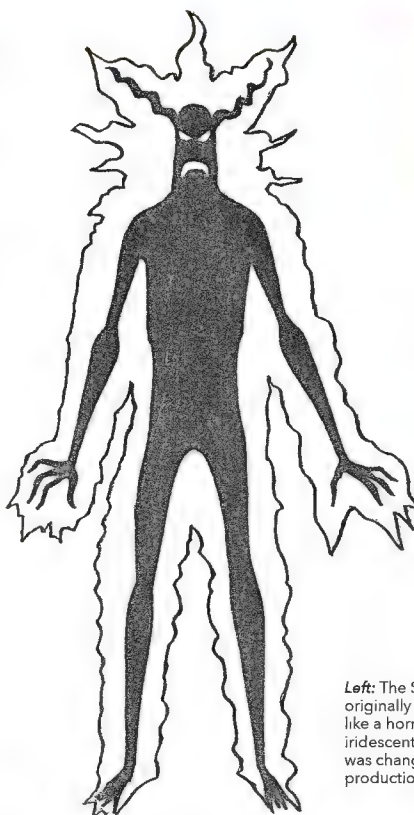
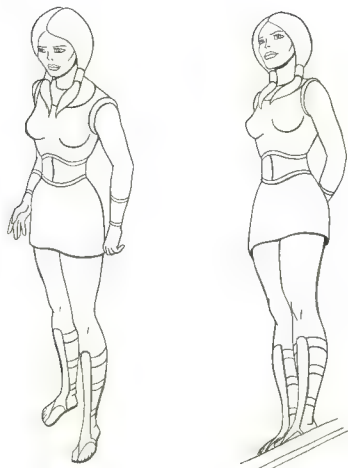


DELETED SCENES

Act 1 originally ended with the heroes arriving at Stone Mountain and seeing Karyn taken captive by the Shrieker.

Originally in the script, Karyn saved He-Man from the Shrieker by causing a nearby tree to bend and cushion his fall.

In Teela's flashback, the script indicates that as it rains rosebuds, two bluebirds would fly out of a cloud holding a banner between them that reads "Mallek [heart] Teela."



Left: The Spirit of Evil was originally designed to look like a horned demon with an iridescent glow. His design was changed very late into the production of the episode.

TRIVIA

- The first draft of this episode was titled "Wizard of Stone" and was drastically different, with a wizard named Kaliga in love with Queen Marlena.

- In the script Lokus is described as an "evil-looking baboon"—a description the character designers adhered to.

- We see yet another Shrieker brought to life in this episode, though this one has the odd ability to fire beams from its eyes.

- The Spirit of Evil was originally supposed to be an eerie shadow and far less comical looking than his final appearance.

- The Spirit of Evil was voted by the storyboard artists as one of the "Worst Monsters" in their satirical Filmation Awards.

- If you look carefully at the scene where Ram Man is attacked by the Spirit of Evil, you can see just how far his legs can stretch.

- This episode is one of three connected episodes: Mallek would later appear in "The Witch and The Warrior" with Kothos, and the ongoing feud between Evil-Lyn and Kothos created in that episode would spawn the sequel "Revenge is Never Sweet."



BONUS THE POWER OF HE-MAN: He-Man proves both his physical strength, and the strength of good itself, when he battles the Spirit of Evil to a standstill. The Spirit of Evil is impressed with He-Man's power and claims that were they to continue the battle, they could end up fighting for years with neither gaining the upper hand.



EVILSEED

CAST Battle Cat, Cringer, Evil-Lyn, Evilseed, He-Man, King Randor, Man-At-Arms, Mer-Man, Orko, Prince Adam, Queen Marlena, Ram Man, Skeletor, Sorceress, Teela, Trap Jaw



MEMORABLE QUOTES

"Back up, muscle boy!" [Skeletor is quick to quash He-Man's accusations]

"Who does that cabbage think he is?" [Skeletor is angered by Evilseed's dominance on Eternia]

"Give up, He-Man. The days of man and magic are past. Give up while you can." [Evilseed offers He-Man a way out]

"Unite with Castle Grayskull? Never! Never will I set foot in Castle Grayskull until the day I enter as its conqueror." [Skeletor is almost insulted at He-Man's offer]

"Don't you ever feel like doing something evil?" [Skeletor questions He-Man]

"Don't you ever feel like doing something good?" [He-Man questions Skeletor]

SYNOPSIS An emergency call is picked up by Man-At-Arms, who learns that the Dam of the Ancients has burst, threatening the lives and crops of the farmers. He-Man, Battle Cat, and Man-At-Arms (aboard the Small Trak) head to the Fertile Plains, where they successfully use a pile of rocks to plug the dam. The farmers explain that a hooded man sold them some seeds the previous day, claiming they were good for everything that grows. However, the following morning they discovered that the vines had covered the dam.

The Sorceress directs He-Man to the Royal Palace, where the plants have also taken over. He-Man holds the crumbling palace together until the vines recede. Just as the weeds start to overpower He-Man and Orko, the Sorceress manages to transport them to Castle Grayskull.

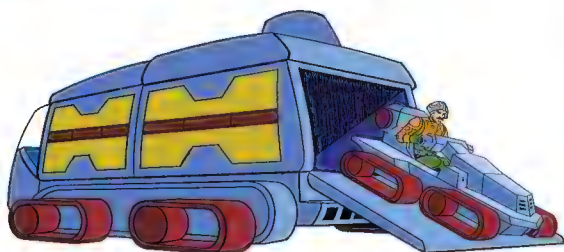
Suspicious of Skeletor, He-Man contacts the villain through the Window of Spirits, only to discover Skeletor is experiencing the same problems.

A villain calling himself Evilseed disrupts their communication and announces his reign of terror. He says that he and his plants have awakened to claim Eternia. As Skeletor thinks of a way to take advantage of the situation, the Sorceress, He-Man, and Orko analyze one of Evilseed's vines and discover that it can be destroyed by extremely cold temperatures. In order to make it snow, the Sorceress says that He-Man, Skeletor, and herself must work together at Castle Grayskull, where their powers are at their strongest.

He-Man, via a space portal, journeys to the Ice Mountains, where he throws a large block of ice toward Castle Grayskull. After much deliberating, Skeletor finally teams up with the returning He-Man and the Sorceress. Atop the castle, they manage to use their powers to break the ice block over the skies of Eternia, causing it to snow and ending the threat of Evilseed.

MORAL TEELA. "Today was a day for surprises, and the biggest one of all was Skeletor and He-Man working together. By joining their powers, He-Man and Skeletor were able to stop Evilseed. Working with others can sometimes be difficult. But if you listen to and respect the ideas of others, even when you don't agree with them, you'll find it's easier to get the job done. And who knows, you may even learn something!"

REVIEW This episode is a triumph throughout. Not only is the dialogue first class, but the visuals by Bob Arkwright are at times creatively stunning. Barney Cohen writes a superb Skeletor, crafting a villain that is evil without being over the top. We get to see how his mind works as the plants begin to take over Eternia and he patiently waits for his opportunity to strike. As for Evilseed, there are not many guest villains in this series that make as big an impact as he does. In truth, all Evilseed does during the episode is stand around, but his dialogue, voice, and look are fantastic. This is a traditional story that unites good and evil, but it is executed beautifully. 8/10

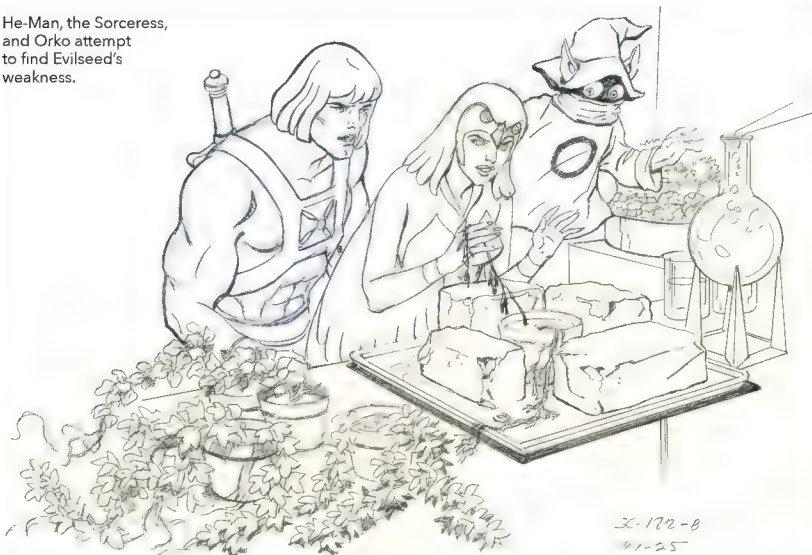


SAME/AS

He-Man's trick of creating a whirlwind with the Sword of Power would also appear in "The Taking of Grayskull" and "Temple of The Sun."

Much of the Skeletor animation in this episode would later be used in the direct-to-video movie *Skeletor's Revenge*, also directed by Bob Arkwright.

He-Man, the Sorceress, and Orko attempt to find Evilseed's weakness.



DELETED SCENES

A scene in the script removed due to time constraints has Orko conjure up a bouquet of flowers that Man-At-Arms is allergic to. This explains why Man-At-Arms has an allergy attack at the beginning of the episode.

As He-Man prepares to point the sword at Cringer during the transformation, we see the cowardly cat

hiding behind a pillow. A line of dialogue ("That's what I was afraid of") was supposed to be used here; that's why his head moves briefly.

Another scene that was removed occurred at the beginning of act 2, with the Sorceress using the Window of Spirits to look at the various locations across the planet now overrun by Evilseed's vines.



TRIVIA

- Barney Cohen came up with the idea for Evilseed while writing *Friday the 13th: The Final Chapter*; his description of a character being killed and having his head "split open like an artichoke" inspired the look for the villain.

- This is the only episode to feature a toy-accurate version of the Attak Trak (with its colors reversed), though it is called the Small Trak in the script.

- Tom Sito animated a great deal of the character Evilseed in this episode, including the memorable death sequence.

- Evilseed's design originally had him sporting a large, terrifyingly wide mouth, full of razor-sharp teeth.

- Bob Arkwright, the director of this episode, was the storyboard supervisor throughout the entire series.

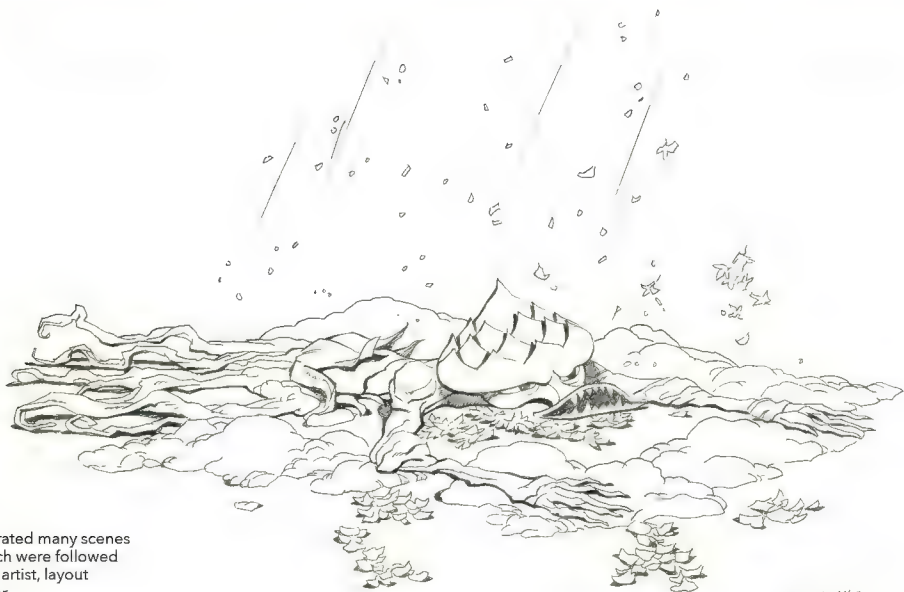


BONUS THE POWER OF HE-MAN: He-Man throws a large chunk of ice from the Ice Mountains across Eternia to Castle Grayskull.



Left: Evilseed was designed to be a nightmarish plant creature. However, his robe was never removed in the episode, and thus his true form was never revealed.





Fred Carrillo illustrated many scenes for "Evilseed" which were followed by the storyboard artist, layout artists, and director.

SC-247
MU-25



SC-89
MU-25



Above: Evilseed hands one of the dwarves his magical seeds in an ominous piece illustrated by Fred Carrillo.



Right: In a deleted scene, Skeletor created a giant caterpillar to devour Evilseed's never-ending swarm of vines.



ORDEAL IN THE DARKLANDS

CAST Crimson Scourge, Evil-Lyn, He-Man, Kor, Man-At-Arms, Mira, Orko, Prince Adam, Teela, Tri-Klops

SYNOPSIS With Skeletor away from Snake Mountain, Evil-Lyn and Tri-Klops begin to formulate a plan to create chaos in Eternia. Tri-Klops travels to the Darklands and manages to capture Mira, daughter of Kor the Sorcerer, Keeper of the Flame and guardian of the Crimson Scourge.

At the Royal Palace Teela tells Orko that she desires to test her warrior skills. Against her father's wishes, she heads to the Darklands, where she is captured by Kor's Reptile Men, but Orko manages to escape. At Kor's palace, Evil-Lyn appears before the sorcerer and through the power of her wand shows him evidence that He-Man and Man-At-Arms were the ones that captured Mira. Kor is shocked and vows to get his daughter back. Teela is presented to Kor by the Reptile Men, and he is prepared to let her go until one of them reveals that

Orko said that he would come back with He-Man. Upon hearing this, Kor decides to keep Teela prisoner.

Arriving in the Darklands, He-Man, Man-At-Arms, and Orko are immediately captured by the Reptile Men. He-Man and Man-At-Arms confront Kor at his palace, but the sorcerer is too angry to listen and sends He-Man to battle the Crimson Scourge in its prison.

Teela and Orko journey to Snake Mountain, where they encounter Tri-Klops and successfully rescue Mira. Kor realizes his mistake when Teela and Orko return Mira to the Darklands, but it is too late, as an escaping He-Man is followed out of the prison by the Crimson Scourge. He-Man manages to locate an underwater river and uses a funnel of water to overpower and destroy the Crimson Scourge.

MORAL **TEELA.** "I had a really close call today. And it all started when I was so anxious to do something that I didn't stop to think of the danger, and wouldn't listen to anyone who tried to warn me." **MAN-AT-ARMS.** "Well, we parents may not always be right, but we try. Because we love our children, and we try to do what's best for them. And I'll tell you a secret—we really hate to say no to something they really want. So when we do, we usually have a pretty good reason. Try to remember that next time your mother or father says no to you..."

REVIEW This episode is surprising. While the elements that make up the story are not all that impressive, what Marc Scott Zicree does successfully is bring all the familiar faces into a new location and develop the characters through conflict and misunderstanding. Kor is a well-rounded character, not once feeling overplayed in his impulsive actions. Though brief, there are some very good scenes between Man-At-Arms and Teela, and He-Man seems to be having fun in this episode, with John Erwin getting to spout some amusing pieces of dialogue. At times the pace of this episode is quite slow, but the story and subplots keep us entertained until the threat of the Crimson Scourge has ended. **6/10**



MEMORABLE QUOTES

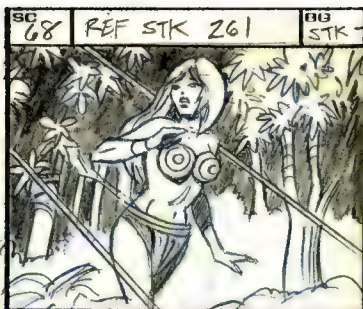
"I like getting a tan, but this is ridiculous!" [He-Man isn't a fan of the Crimson Scourge's ability to breathe fire]

"Why don't I just stay here and keep the engine running?" [Orko comes up with an excuse so as not to enter Snake Mountain]

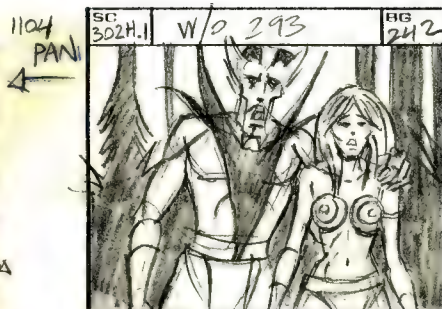
"This just isn't my day!" [He-Man finds his ongoing encounter with the Crimson Scourge to be less than fun]



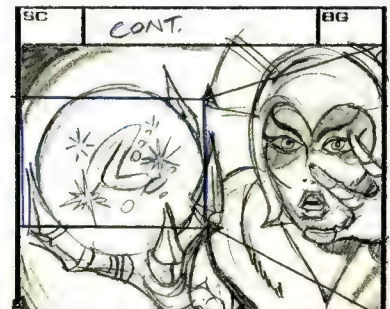
Mira's and Kor's designs differed greatly in Warren Greenwood's storyboards.



CLOSE ON MIRA RUNNING - RAYS ZAPPING AROUND HER!



TWOSHOT KOR & MIRA
KOR: This is all my fault, He Man. Forgive me! My anger kept me from thinking clearly.



SAME/AS

The animation of Teela fighting the training robot would later appear in "Pawns of the Game Master," though in that episode Teela would not be blindfolded.

The character model of Kor would later be used for Zanthor in "Golden Disks of Knowledge."

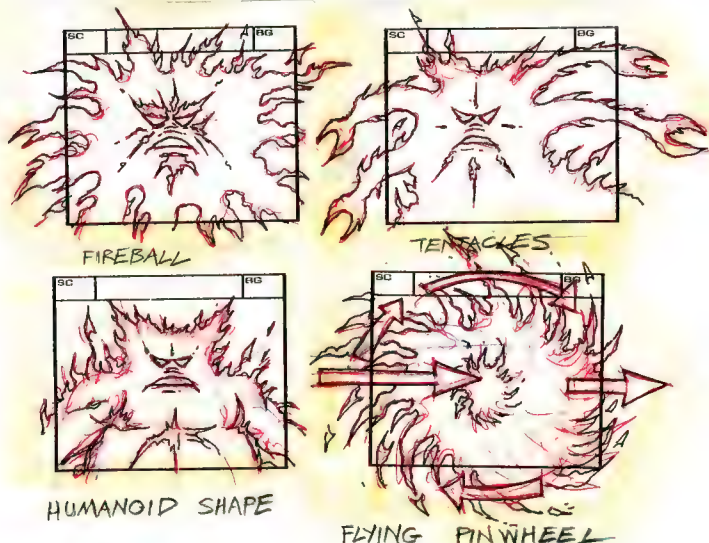
He-Man's sword fight with his shadow would be reanimated in the *She-Ra* episode "Treasure of the

First Ones," with Sea Hawk and Octavia dueling in the same way.

A close-up of He-Man dueling with his shadow would later appear in the *She-Ra* episode "Sweet Bee's Home" during He-Man's fight against the Horde Troopers.

THE CRIMSON SCOURGE

ANIMATION NOTE: CRIMSON SCOURGE SHOULD BE AMORPHOUS -- ALWAYS CHANGING SHAPE LIKE A BIG FIERY AMOEBA!
SOME SUGGESTIONS:



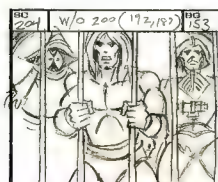
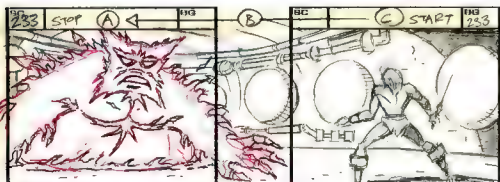
DELETED SCENES

Originally the opening of the episode featured Prince Adam and Man-At-Arms testing the Shrinker, another one of Man-At-Arms' inventions.

In the script, while the heroes are in the Darklands, Evil-Lyn sneaks into the Royal Palace and steals the Shrinker. This makes sense, as the final episode has Evil-Lyn trick Kor and then vanish for the remainder of the story.

The Crimson Scourge breaks out of the Darklands and heads toward the Royal Palace in the original script. The heroes use the firefighting machine seen in "The Curse of the Spellstone" in an attempt to stop the creature.

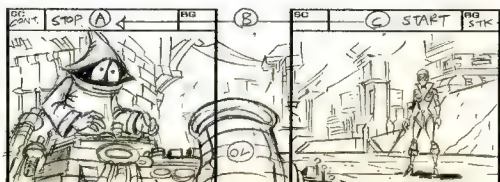
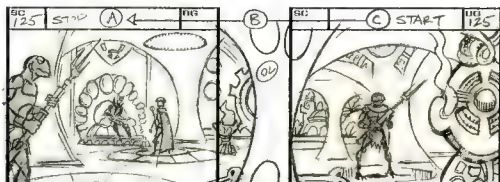
Another deleted scene has Kor confront Evil-Lyn at the Royal Palace as she attempts to use the Shrinker on He-Man.



EX MIA
Then we must convince him another way.



SFX BRACK!!



VE PAN ACROSS THE COURTYARD TO FIND ORKO OPERATING A STRANGE MACHINE...

TRIVIA

- The title card of this episode features an accompanying musical score exclusive to this episode.

- This episode marks the second and last time Evil-Lyn and Tri-Klops would team up independently of Skeletor.

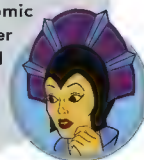
- Strangely, the animation of the chair being destroyed underneath Tri-Klops and causing him to fall off was made a stock scene, much to the amusement of the storyboard artists.

- Although never specified or directed, the Darklands are located underground.

- The Crimson Scourge was voted by the storyboard artists as one of the "Worst Monsters" in their satirical Filmation Awards.

- Tri-Klops has the ability to fire lasers from his eyes in this episode.

- In the storyboards for this episode, Mira looks a great deal like Teela from the 1982 *Masters of the Universe* DC comic books—a design that would later become known as "Battleground Teela."



Left: Warren Greenwood's detailed storyboards gave life to new and exciting backgrounds.



ORKO'S FAVORITE UNCLE

CAST Battle Cat, Cringer, Gark, He-Man, Montork, Orko, Prince Adam, Sorceress, Tauron



MEMORABLE QUOTES

"The time for games is over, He-Man! Now the true test begins!"

[Tauron issues his threat at the end of act 1]

"How original! Flower power!" [He-Man is amused by Montork's choice of weapon]

"It looks like Orko's goof-ups run in the family!" [He-Man watches Montork unsuccessfully pilot the Talon Fighter]

"The most wonderful magic of all is just being alive. Make the most of it, Orko. Make the most of it." [Montork speaks his parting words to Orko]

"Well, I'm glad everyone didn't disappear!" [Orko's happiness is bittersweet]

SYNOPSIS At his mountainous lair, the evil wizard Tauron casts a spell that creates a powerful amulet. With the amulet he plans to bridge dimensions and locate the allies he requires to help him conquer Eternia. His spell casting also results in a storm, prompting Prince Adam, Cringer, and Orko to seek shelter from the impending rain. They find a cave but soon discover the presence of a Manticore.

Tauron's spell reaches out to Orko's home planet of Trolla, magically snatching Orko's uncle, Montork, and his pet, Gark, and transporting them to Eternia. However, Gark appears before Tauron, while Montork lands in front of the Manticore. He-Man and Battle Cat quickly defeat the monster.

Tauron uses his power to take control of Gark, turning him evil in the process, and transports him to the Royal Palace to retrieve Montork, who is explaining the unusual circumstances of his visit to Prince Adam,

Cringer, and Orko. Gark arrives and takes control of Montork, prompting the appearance of He-Man and Battle Cat. Tauron's image appears, and he warns He-Man of his plan to send Montork and Gark to overthrow Castle Grayskull. As He-Man gives chase, Battle Cat and Orko head to Tauron's lair.

Montork and Gark battle the Sorceress, but as they near the door to the inner chambers, He-Man appears.

At Tauron's lair, Battle Cat distracts the evil magician while Orko grabs the villain's Amulet of Power and orders it to transport them to Castle Grayskull. Tauron also appears at the castle and orders Montork to carry out his evil deeds. Orko talks to Montork and manages to convince him to break the evil spell. He-Man destroys the amulet, and Montork and Gark return to Trolla, but not before Montork has told Orko that the greatest magic of all is being alive.

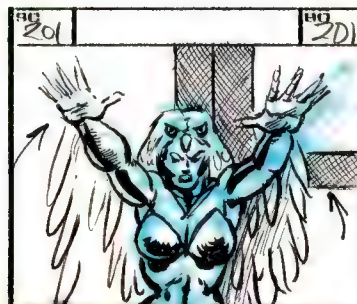
MORAL ORKO. "My uncle Montork taught me a lot about magic. But not just the regular kind. He taught me how to see the magic that's all around us, like, for instance, there just has to be magic in anything as beautiful as a rainbow. And there's real magic in the way a mother takes care of her young. But, as my uncle said, 'The most wonderful magic of all is just being alive!' Bye now!"

REVIEW The first act of this episode is one of the most entertaining of the series. The storm is directed with such fury that we physically feel Tauron's threat, and the scene with the heroes trapped in the cavern with the Manticore is staged and directed perfectly. What this episode does well is take a very small cast of characters and tell a story that is both entertaining and character driven. Even though the second act is slightly weaker than the first, a majority of the character writing occurs in the second act, with Orko and Montork scripted to perfection. The end of this episode revels in an act of love conquering the forces of evil—and on this occasion it works. 7/10



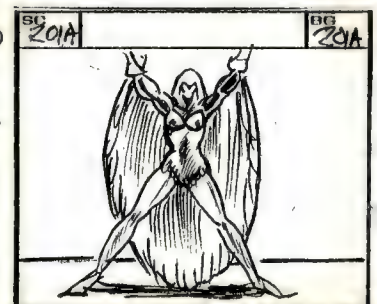
SORCERESS - SHOCKED

SORCERESS (con't)
Wait! Those aren't butterflies... they're...



BRINGS ARMS FORWARD

SORCERESS
You shall proceed no further!



LONGER SHOT: SORCERESS GESTURES

SAME/AS

Tauron would later appear as Nazghal in the *She-Ra* episode "Darksmoke and Fire," where he would be teamed up with Slarti (based on Lokus from "Wizard of Stone Mountain").

The animation of He-Man stepping into the shot and watching the Talon Fighter fly overhead is based on the same sequence used for Prince Adam in "Teela's Quest," when he watches the Wind Raider fly past.



DELETED SCENES

A piece of dialogue cut for time reveals that Tauron's spell creates a bridge from Eternia to another dimension.

A removed scene had Orko magically picking flowers, which accidentally turn into apples, as the storm brews. In this same scene Orko refers to his uncle Montork, wishing he were with them to show Prince Adam and Cringer his great magic.

In the script, Prince Adam states that the Manticore is mad because of the avalanche and Orko's lighting of the cavern.

The Manticore was scripted to breathe fire.

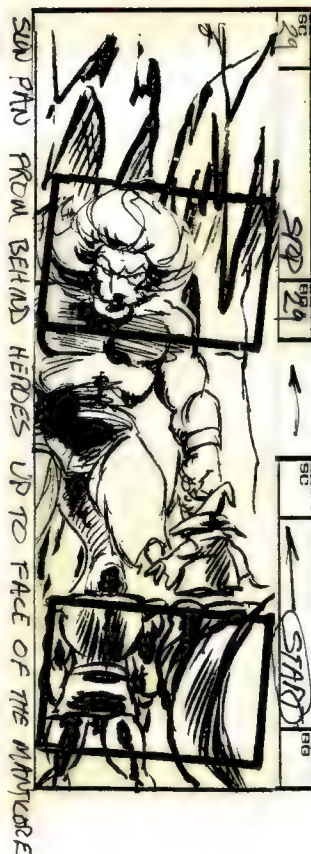
In the original storyboards, prior to Prince Adam having the Sword of Power knocked from his hand, the power of Grayskull begins bursting forth from the sword.

In the script Battle Cat and Tauron engage in a series of threats as they face one another in battle.

A piece of dialogue had He-Man issuing a battle cry: while leaping from the Talon Fighter, he was supposed to shout, "Grayskull!"



Sc 78
MU-27
(B)



Above: Egidio Dal Chele's storyboards showed a heavy use of black ink to create dramatic moments, such as the Manticore looming over Prince Adam and Orko.

TRIVIA

• This is one of five episodes in which the title stays on the screen during the writer and director credits.

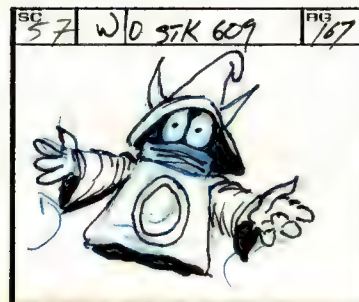
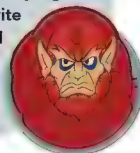
• The title card of this episode features an accompanying musical score exclusive to this episode.

• As in "A Beastly Sideshow," we see that Cringer has the ability to roar like Battle Cat.

• In one brief scene we see the Talon Fighter atop Castle Grayskull's turret—reminiscent of the way in which the toy Talon Fighter attached to the Castle Grayskull play set via Point Dread.

• Montork and Gark would not appear in the series for another fifty episodes.

• This episode was storyboarded by Egidio Dal Chele, who would go on to write an episode of *BraveStarr* titled "Hostage."



THE DEFECTION

CAST Battle Cat, Cringer, Evil-Lyn, Gorgon, He-Man, King Danton, King Randor, Man-At-Arms, Orko, Prince Adam, Queen Marlena, Sibyline, Sorceress, Teela



MEMORABLE QUOTES

"I hate to tell a prince he's wrong, but Adam, you couldn't be wrong! People are what they are. The good stay good, and the evil are always evil, and I'd like to see somebody prove me wrong!" *[Orko's arrogant statement foreshadows the events of the episode]*

"Our goal is for a united and peaceful universe. We first must start with Eternia." *[King Randor's objectives are impressively vast]*

"Great! Great! I love flying dragons!" *[Gorgon is pleased with Evil-Lyn's first scheme]*

"Ah, just what everybody needs, a magical island holiday." *[He-Man does not look forward to his journey to the Isle of Tears]*

"Two feet of solid steel, you say?" *[He-Man scoffs seconds before he punches through two feet of solid steel]*

SYNOPSIS On the Isle of Tears, Sibyline, a servant to Gorgon, decides to relinquish her evil ways after helping him overthrow the good king Danton. Gorgon does not take kindly to her change in allegiance and has her imprisoned with King Danton, who convinces her to seek help at the Royal Palace.

When Sibyline arrives at the palace, King Randor and Queen Marlena accept her, but Orko does not trust her, believing that people are incapable of change. Back on the Isle of Tears, Gorgon talks with his new ally, Evil-Lyn, who is only too happy to use her own magical abilities to sabotage Sibyline's new life in the palace.

Subsequently, strange things start to happen at the Royal Palace. A flying dragon attack on the king and queen ends in Sibyline saving their lives, much to the skepticism of Orko, and a ferocious storm which endangers Orko's life further brings Sibyline's motives into question. But Sibyline appears before the king and queen and the gathered heroes and reaffirms her goodness.

He-Man, Battle Cat, Man-At-Arms, Orko, Teela, and Sibyline journey to the Isle of Tears at the command of King Randor in order to overthrow Gorgon. Making their way to King Danton's prison cell proves to be an easy task, causing Orko to believe that Sibyline is leading them into a trap.

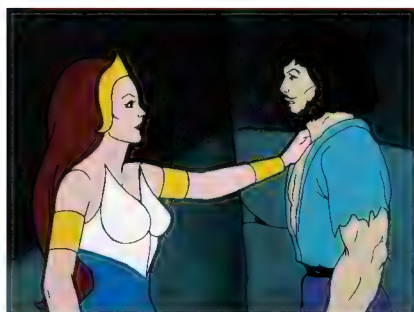
When the Heroic Warriors enter King Danton's cell, they are trapped. Gorgon tries to convince the heroes that Sibyline was in on the plan, but her resolve to free King Danton provokes Gorgon to reveal that Evil-Lyn framed Sibyline during her time at the Royal Palace.

He-Man manages to break down the cell door, and during their escape, the heroes battle Gorgon's guards. While Sibyline and Evil-Lyn fight it out, He-Man captures Gorgon, and King Danton is returned to the throne.

Back at the Royal Palace, Orko states that he has always believed that people are capable of change, much to the shock of those in attendance.

MORAL **TEELA.** "As you saw in today's story, people can change." **HE-MAN.** "Right, Teela. Sibyline had always been an evil sorceress. But she was able to change her ways for the better. Maybe there's something about yourself that you don't like . . . a bad habit, maybe." **TEELA.** "It's easy to say, 'I can't change.' But the truth is, you can change almost any behavior if you really want to." **HE-MAN.** "And the first step is saying to yourself, 'I can.'"

REVIEW This episode has a very original and unique story with a former villainess trying to atone for her past deeds. However, from that moment on, all the characters do throughout the episode is talk about how people can change. Orko's attitude in particular becomes tiresome, because it seems a little too out of character. Among the things that let this episode down are the visuals, which are at times incredibly questionable. One has only to look at the way Orko is drawn from shot to shot. By the time the second act has begun, it feels as if this episode is talking down to the audience by constantly reaffirming the moral of the story. Like we could ever forget it. **4/10**



Right: Gorgon's model sheet, which always depicted the character in his chair, suggested expressive poses.



SAME/AS

The dragon that escapes from the Royal Zoo is a recolored Dragosaur and uses the same animation sequences.

He-Man's running and diving animation would be reused in "Search for the VHO."

Orko's midair backflip would later appear in "Origin of the Sorceress" when Stridor warns the heroes of danger.

He-Man's bow as he lets the ladies exit the cell first would later appear in "The Greatest Show on Eternia" and "Time Doesn't Fly."

Much of Man-At-Arms' fight with one of Gorgon's guards would later be reanimated for his fight with one of Rago's guards in "It's Not My Fault."

Orko's shock when he sees a guard approaching Sibylline and then pushes himself backward is reused in "Monster on the Mountain."



DELETED SCENES

A removed scene had Prince Adam mentioning that he overslept, with Orko stating that he saved him a dragon's-egg sandwich.

In the script Prince Adam, Cringer, and Man-At-Arms are shown arriving at Castle Grayskull in the midst of the storm.

During the scene where He-Man saves Orko from the flood, He-Man was originally scripted to hurl an

oncoming uprooted tree out of the way while he is swimming. At the same time, he and Orko have to avoid being caught in a whirlpool.

Originally Gorgon's escape was thwarted when He-Man swam underneath the submarine-type vessel to prevent it from submerging.

TRIVIA

• Close inspection reveals that Gorgon's staff is actually a back scratcher.

• The throne room appears to have been redecorated in this episode, as we see, for the first and only time, a curtain and an alarm.

• In this episode we never actually see Cringer become Battle Cat, even though Battle Cat appears in the second act.

• The character of Gorgon is voiced by Alan Oppenheimer.



PRINCE ADAM NO MORE

CAST Beast Man, Cringer, Evil-Lyn, He-Man, King Randor, Man-At-Arms, Mer-Man, Orko, Prince Adam, Skeletor, Sorceress, Trap Jaw, Tri-Klops



MEMORABLE QUOTES

"You do a great service to Eternia, young man. We're proud you are on our side." (King Randor gives praise to He-Man)

"You know as Adam I may act like a goof now and then, but, well, that's only to keep my secret. Besides, I'd never really do anything to make my father ashamed of me." (Prince Adam fails to realize the impact of acting the goof)

"You were given He-Man's power for a reason—to help others. No one ever said you could use that power to make yourself happy." (Man-At-Arms' words convince Prince Adam)

"Nice to know I still have the old left hook!" (King Randor remembers his rowdy youth)

BONUS ENTERING SNAKE MOUNTAIN:

He-Man, on his Sky Sled, parks behind Snake Mountain's Blood Falls. Upon entering he sees a not-so-subtle beam across the floor, which if triggered will set off the intruder alarm. Naturally, He-Man leaps over the beam with relative ease.



SYNOPSIS At Snake Mountain, Skeletor berates Beast Man for his constant failures. He takes away Beast Man's whip, destroys the henchman's place at the council table, and banishes him from Snake Mountain.

Meanwhile, at the Royal Palace, Man-At-Arms has just finished working on the Attak Trak, which he is preparing for King Randor's royal tour of Eternia. Orko accidentally starts the Attak Trak, causing it to careen wildly across the palace grounds. He-Man saves the day, and King Randor congratulates him on his continual service to Eternia. Later, the king summons Prince Adam and Man-At-Arms to his throne room to announce his choice of guard on the royal tour. Prince Adam expresses disappointment when He-Man is appointed and journeys to Castle Grayskull.

At the castle, Prince Adam tells the Sorceress of his desire to no longer act irresponsibly in order to protect his secret identity as He-Man, hoping that this will in

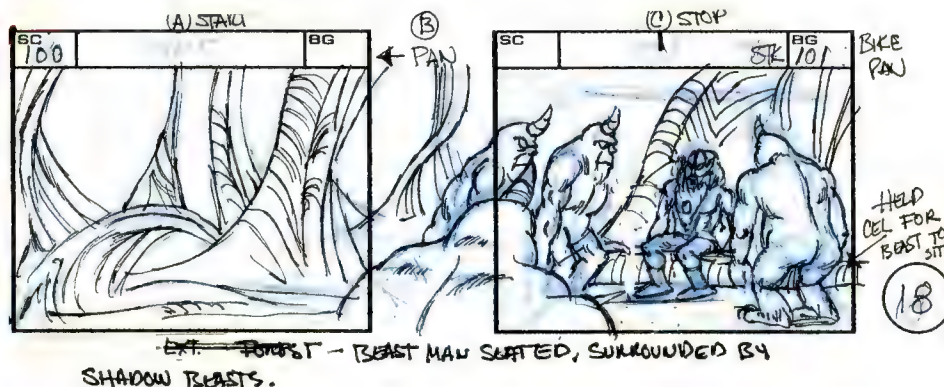
some way make his father proud of him. The Sorceress understands, but she reminds him that revealing his secret would only endanger the lives of his family.

Later, in the Evergreen Forest, Beast Man sees the royal tour party, consisting of King Randor, Prince Adam (who has managed to convince his father that he should be the guard instead of He-Man), and Man-At-Arms. Beast Man, along with his Shadow Beasts, attacks the Attak Trak and takes the king prisoner.

As Beast Man and Mer-Man celebrate the capture of King Randor at Snake Mountain, Prince Adam realizes that only He-Man can save his father. He-Man soon frees King Randor from the dungeons, and after a lengthy battle with the villains—during which He-Man learns how much King Randor loves Prince Adam—they depart from Snake Mountain.

MORAL ORKO. "Today's story was about love, but a very special kind. It was about the love a parent has for a child—and I bet that's the strongest kind of love there is! Because, for one thing, there's just about nothing that can change it, no matter what! Maybe, like Adam's father, your parents find it a little difficult to say, 'I love you.' Even so, you can be sure they do. Besides, let me ask you something—when was the last time you said 'I love you' to them? Bye!"

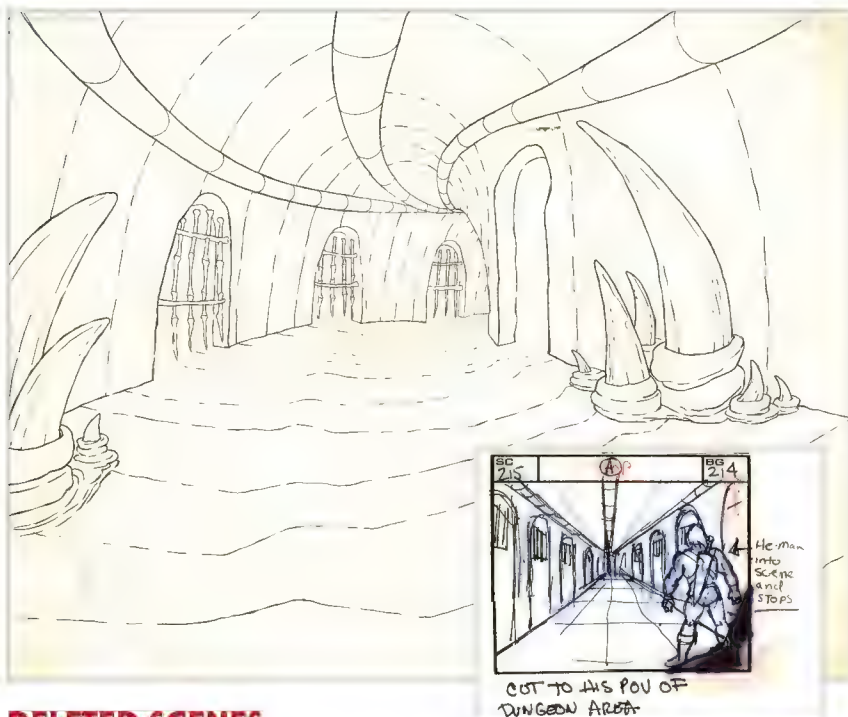
REVIEW In his all-too-brief time working on the series, Paul Dini proved that he knew these characters better than most. In this particular episode he manages to give three characters—Beast Man, Prince Adam, and King Randor—an ample amount of screen time. We see the strained relationship between King Randor and Prince Adam beautifully scripted. By showing Beast Man and Prince Adam at their lowest, he delves into what makes their characters work. And he seamlessly weaves an action-adventure story among all of this. In this single episode, Paul Dini explores the characters more thoroughly than in any other in the series, making it an instant classic. 9/10



SAME/AS

The animated background during the shot that shows the Attak Trak firing at the screen would later appear in "One for All."

The animation of the Shadow Beasts charging into battle would later appear in "The Rarest Gift of All."



DELETED SCENES

In the script, when Prince Adam speaks with the Sorceress at Castle Grayskull, the Sorceress shows an image of Skeletor when she refers to the villain.

Originally in the script, Prince Adam confronted the Shadow Beasts, only to be thrown about in an odd game of catch.

A scene removed from the episode had Prince Adam nearly revealing his secret identity upon seeing his father taken away by the Shadow Beasts; as he reaches for his Sword of Power, he is frozen by Beast Man.

In a line of dialogue removed from the episode, when Beast Man and Mer-Man are celebrating the capture of King Randor, Beast Man refers to Mer-Man as "Merm."

The touching conversation between King Randor and He-Man originally took place as they were fighting the Hover Robots.

In the script, a more elaborate action scene has the Basher modify its front end into an Energy Roller, which Beast Man attempts to use in an effort to run down He-Man.

TRIVIA

- For the first time since "Diamond Ray of Disappearance," we see the five Evil Warriors around the council table: Beast Man, Evil-Lyn, Mer-Man, Trap Jaw, and Tri-Klops.

- After He-Man has stopped the Attak Trak, we see Orko fixing the vehicle while mumbling under his breath. In the script Paul Dini refers to this mumbling as "Trollan gibberish."

- The map that King Randor is examining features a lot of Filmmation in-jokes. Drawn by William Wray, it features some interesting locations in Eternia. Aside from the obvious "THIS Forest," we have "Joan Rivers," a nod to the American talk show host; "Herschensohn Lake," a reference to Wes Herschensohn, one of the senior storyboard artists at the time; "Rolnik River," a reference to Sharon Rolnik, another storyboard artist; and finally "Emerald City," from *The Wizard of Oz*. Also we have the amusingly named "Evil Area" and "Bad Mountains."

- As Beast Man and Mer-Man celebrate the capture of King Randor, we hear very unusual music only ever heard this one time in the series.

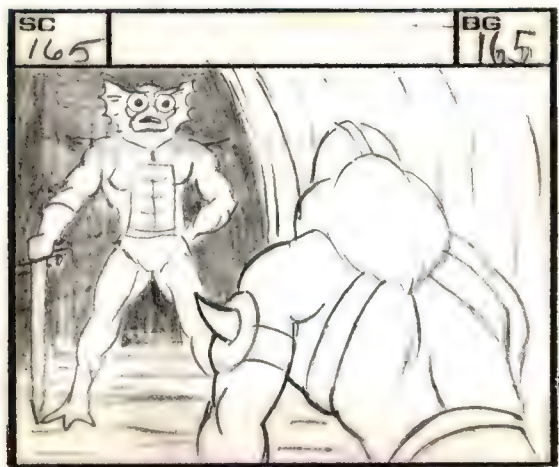
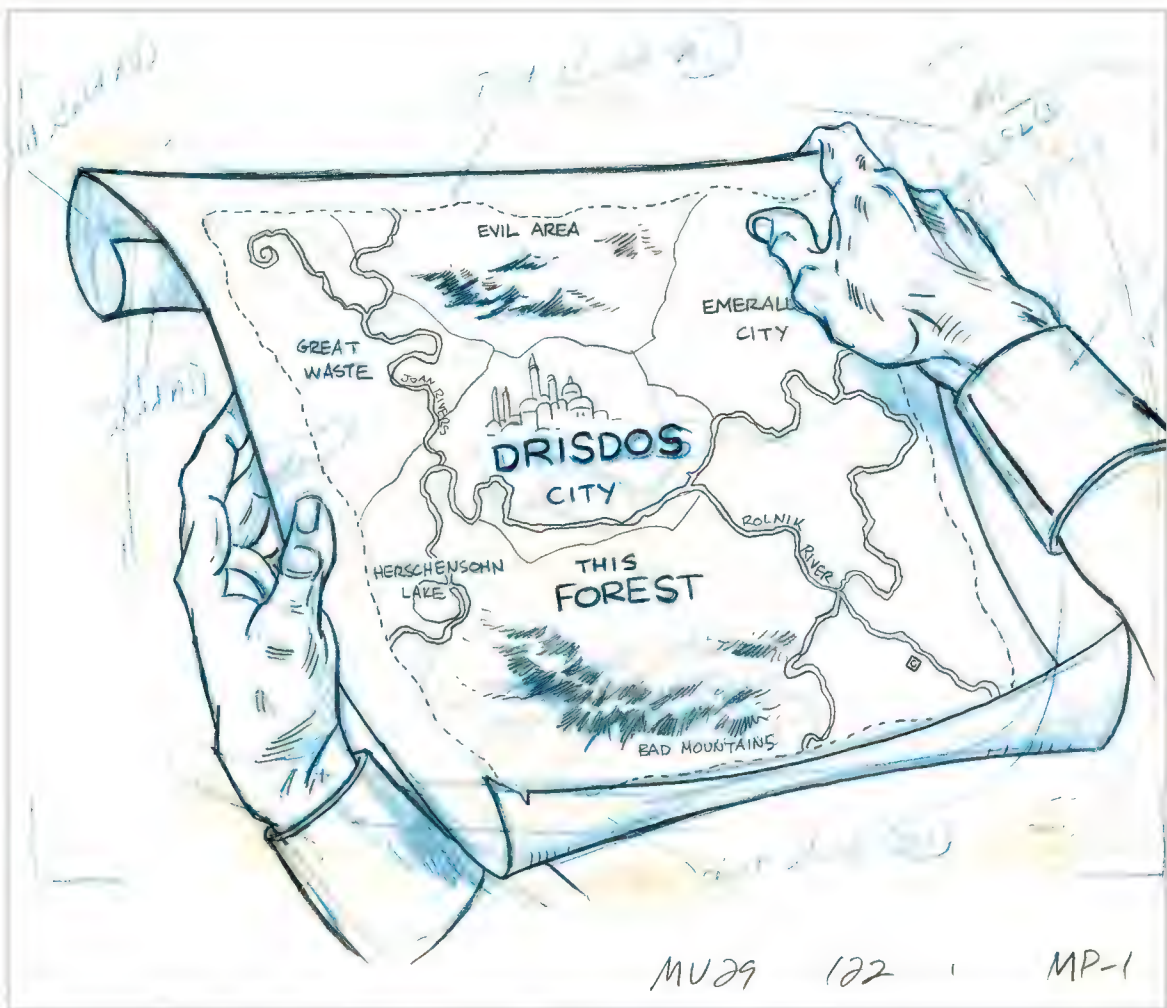
- In the scene where Beast Man is proclaiming that he is still "master of all the animals," the Shadow Beasts appear to be laughing at him. In the script, however, they are agreeing and celebrating him as their boss.

- Although many associate Prince Adam with the Filmmation cartoon, he was designed by Mattel and appeared in the 1982 *Masters of the Universe* DC comic books.



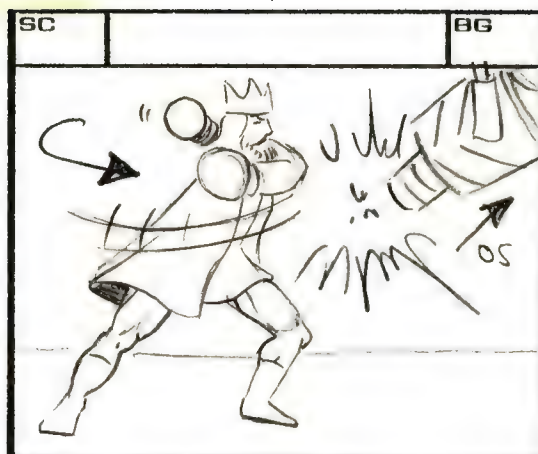
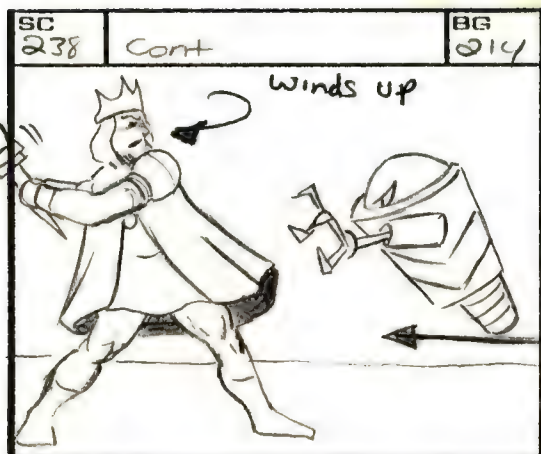
BONUS THE SAVAGE HENCHMAN: This episode, more than most, defines Beast Man's personality and his relationship with Skeletor. We see his savage nature shine throughout the story, and his cunning ability and cleverness enable him to capture King Randor and formulate the terms of his release. Even though the character gets ahead of himself with a premature celebration of his victory, deep down we all root for this version of Beast Man. At the end of the episode it could be perceived that this is the moment in which Beast Man succumbs to his own "bumbling oaf henchman" personality.





CUT TO SURPRISED MERMAN

MER MAN
What are you doing back here?



King Randor was given a wealth of new animation in this episode as he leapt into action against Skeletor's Hover Robots.

THE TAKING OF GRAYSKULL

CAST Battle Cat, Chef Allen, Cringer, He-Man, King Randor, Man-At-Arms, Orko, Prince Adam, Queen Marlena, Ram Man, Skeletor, Sorceress, Teela

SYNOPSIS Orko is disappointed that no one appears to have remembered that today is his birthday. As Prince Adam, Cringer, and Teela admire Chef Allen's beautiful birthday cake for Orko, Man-At-Arms rushes in, warning of strange occurrences in the province of Basilia.

He-Man, Battle Cat, Teela, and Ram Man journey to aid the villagers and soon find themselves fighting severe weather disturbances. The Heroic Warriors manage to prevent any disasters from happening, but strange things begin to happen—such as the disappearance of He-Man's Sword of Power. Back at the Royal Palace, Orko tells the heroes that Castle Grayskull has vanished.

When the heroes arrive, they see a strange mystical glow where the castle once stood. Man-At-Arms deduces that Skeletor has managed to create a White Hole and transported Castle Grayskull into another dimension. He-Man and Battle Cat leap into

the White Hole, and Teela accidentally falls in shortly afterward.

Inside the other dimension, the heroes are reunited and find themselves fighting the strange obstacles that the dimension has to offer. He-Man is able to follow the presence of the Sorceress through the dimension, and the heroes soon arrive at Castle Grayskull's new location. Skeletor's magic is far stronger than anything the Sorceress possesses, and as a result she is his prisoner in the castle's throne room.

As He-Man and Skeletor prepare to duel, the Sword of Power appears to him once more. Working together, He-Man and the Sorceress manage to capture Skeletor. While the Sorceress attempts to hold Skeletor inside the castle, He-Man journeys outside and uses all of his incredible strength to lift Castle Grayskull and throw it back to Eternia through the White Hole. Skeletor escapes, furious at his defeat.

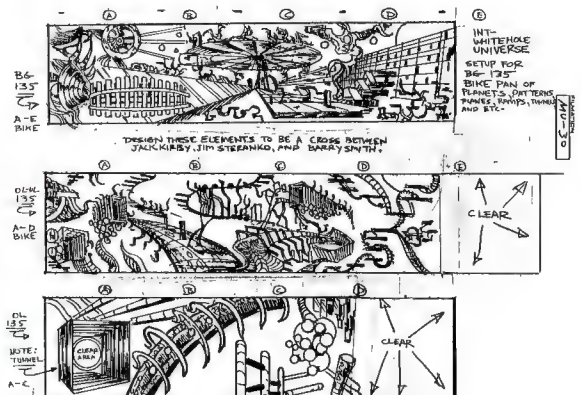
MORAL ORKO. "Ohhhhhh, boy . . . This time I really overdid it! I ate so much I didn't have any room left in my stomach for dinner! In fact, it may be days before I'm hungry again! It really doesn't make sense to eat too many sweets in between meals. A little snack is fine, but don't overdo it. Because if you do, you won't have room left for the three healthy meals which you should have every day. Don't get carried away with sweets. I wish I hadn't."

REVIEW This episode has one of the greatest script premises of the series, but due to average writing and poor animation, it fails to deliver. The script spends too much time focusing on the parts of the story that we don't really care about; all we want to see is He-Man in the other dimension confronting Skeletor. And that is where the episode fails again: instead of fighting Skeletor to win back Castle Grayskull, the heroes spend what seems like an eternity in the beautifully illustrated alternate dimension overcoming obstacles. He-Man's feat of lifting Castle Grayskull does make this episode memorable, but even with that fantastic scene, this episode is still a disappointment. **5/10**

MEMORABLE QUOTES

"You're a loser, Skeletor!" [He-Man decides to hit Skeletor with a simple insult]

"You won't get away with this for long! I'll make you all pay! This was my chance . . . the big chance I waited for. I will beat you yet, He-Man!" [Skeletor rants hysterically]



SAME/AS

The animation of Prince Adam leaping into the bushes to become He-Man, with Cringer walking into the shot to complain, is the same as in "Diamond Ray of Disappearance."

Teela's "I'm falling!" dialogue would later be reused in "Into the Abyss."



The eerie dimension that He-Man finds himself in would later be used in "The Gamesman."

The animation of He-Man lifting Castle Grayskull would be reused throughout the series, most memorably in "Return of the Gryphon," "Quest for the Sword," and "The Gambler"; a reanimated version would appear in "Fisto's Forest."



DELETED SCENES

Orko's cake was supposed to have a complete decoration of Orko on top, not just his hat.

In the script, Basilia was described to feature small, futuristic houses separated by white picket fences, a few farms, and a town square bordered by local shops.

A removed scene featured the roof of a barn whirling around overhead during the storm; He-Man and Battle Cat land on the spinning roof in an effort to bring it down to the ground.

The sky in the dimension in which Skeletor holds Castle Grayskull was supposed to be red.

Sensibly, and more believably, the script states that the Sword of Power only appears in the castle and

does not follow He-Man around the other dimension as a mysterious, glowing sphere.

He-Man had a more cutting statement to Skeletor in the script: "You're a loser, Skeletor... in any dimension!"

To capture Skeletor, He-Man was supposed to throw his sword into the ground, where it started to quiver; the Sorceress then used her magic on the quivering sword to send rays in all directions.

In the original script Orko doesn't pass out at the end of the episode. Instead we see Cringer's muzzle covered with frosting, the cowardly cat having finally eaten some of the cake.

TRIVIA

• This episode was loosely based on the Filmation script premise "The Taking of Grayskull," in which Skeletor transports the castle to another dimension to learn its secrets.

• The character of Chef Allen makes the first of two appearances in the series. He would also appear as a disguise worn by Skeletor in the She-Ra episode "Battle For Bright Moon."

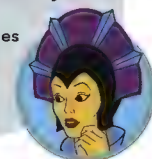
• Tom Sito illustrated a sketch involving Chef Allen attacking He-Man, Skeletor, and Castle Grayskull; it was called *The Baking of Grayskull*.

• In his storyboards, Don Manuel twice reminds production that He-Man does not have his Sword of Power for a large part of the episode, in an effort to avoid stock-based animation errors.

• Skeletor sits upon the throne of Castle Grayskull for the first time in the series. The next time would be in the episode "Teela's Triumph."

• According to Tom Tataranowicz, this episode generated an in-depth, tongue-in-cheek conversation among Filmation staff about whether He-Man could actually throw Castle Grayskull.

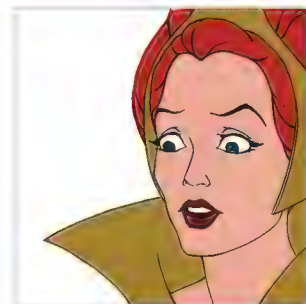
• This is the only time in the series that we see the Sorceress run.



BONUS THE POWER OF HE-MAN:

In probably his most memorable display of physical strength, He-Man, while in another dimension, lifts Castle Grayskull and then throws it into a vortex back to Eternia.

MU#66089 THE BAKING OF GREYSKULL



A TALE OF TWO CITIES

CAST Battle Cat, Cringer, Draca, Garn, He-Man, King Thales, Prince Adam, Princess Rhea, Queen Balina



MEMORABLE QUOTES

"Hello, gentlemen!" *[He-Man addresses his foes with a formal greeting]*

"I am the strongest man in all the kingdom, yes, and perhaps in all the universe." *[Garn foreshadows his confrontation with an amnesiac He-Man]*

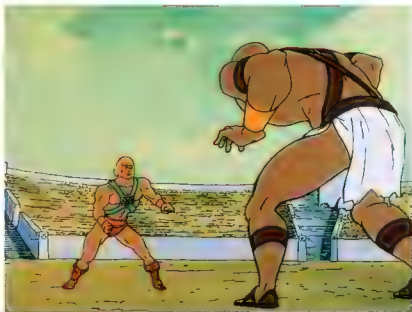
"Garn will soon have the fool begging for mercy." *[Draca has confidence in his warrior]*

"You . . . you are He-Man! I thought you were only a legend." *[Garn is shocked upon learning the identity of his former foe]*

"I have seen that you are a cruel woman, and I cannot be part of cruelty." *[He-Man declines Queen Balina's offer of the post of captain of the guard]*

"But I didn't believe you really existed." *[Draca is surprised by the appearance of the legendary He-Man]*

"Thank you, He-Man. You've shown me that along with great strength goes responsibility." *[Garn recites some Stan Lee dialogue]*



SYNOPSIS Prince Adam and Cringer are relaxing in the jungle when a noise startles them. They see a young woman running from three soldiers. He-Man and Battle Cat are able to defeat the Gargon Warriors, and the young woman introduces herself as Princess Rhea. He-Man offers to return the princess to her kingdom, Operon, and on the way she explains that Queen Balina, from the kingdom of Targa, desires to capture her. As they journey through the jungle, a storm begins to brew. A lightning bolt strikes a nearby tree, which falls and hits He-Man on the head, knocking him unconscious. He-Man floats down the raging river and is captured by the Gargons. They take him to Targa, where he is immediately imprisoned with an arrogant muscular warrior named Garn.

He-Man discovers that he has lost his memory, and when presented to Queen Balina and her sorcerer Draca, he knows

nothing of Rhea or Operon. Queen Balina decides to send He-Man to the arena where he will do battle with Garn. While Rhea is captured by the Gargons, He-Man and Garn battle, and He-Man manages to regain his memory.

Queen Balina, having captured Princess Rhea, is more than happy to let He-Man and Garn leave. When He-Man and Garn discover a trapped Battle Cat, the three of them head back to Targa in order to rescue Rhea—and her father, King Thales, who has also been captured.

When He-Man, Battle Cat, and Garn appear before Queen Balina, Draca, desperate to escape, makes all of Targa begin shaking, which causes the lake on the mountain to cascade down and doom Targa. He-Man and Garn use their great strength to save the city. Garn, now king of Targa, thanks He-Man for teaching him that with great strength comes responsibility.

MORAL HE-MAN. "I hope you enjoyed today's adventure. You know, television is not the only way to be entertained by an exciting story. There is another way. It's called 'reading'! And one of the wonderful things about books is that they allow you to choose whatever kind of adventure you like—a trip with an astronaut, an adventure with the great detective Sherlock Holmes, a comedy, anything—you can find it in a book at your school or neighborhood library. Why, I'll bet there are even some good books right in your own home, just waiting to be read!"

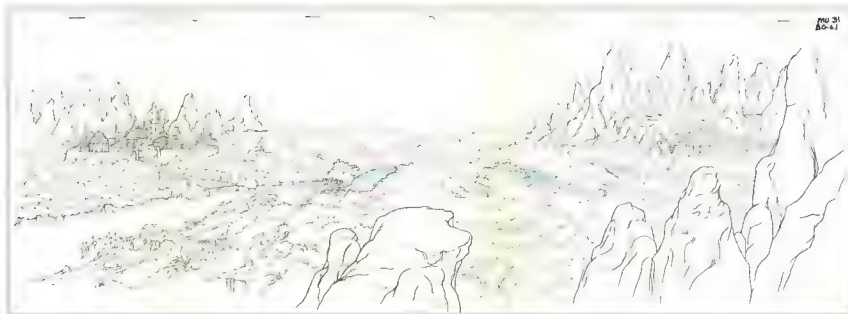
REVIEW It is not often that an episode can create a truly unique atmosphere within the first minute, but this episode succeeds like no other. You would think that He-Man suffering from amnesia would be the focal point that connects us to the episode, but it is actually the fact that we feel just as alone as He-Man. Much like our hero, we recognize none of the locations or characters. One of the most interesting aspects of this episode is that all the characters believe He-Man to be nothing more than a legend. This only helps to create the sense that we are far away from the world we have come to know during this series, and it makes He-Man just that little bit more extraordinary. **7/10**



SAME/AS

We see He-Man dodge the Gargon warrior and then pick him up, just as he did with Mer-Man in "Diamond Ray of Disappearance" and "Evil-Lyn's Plot."

Garn's character model would later appear prominently as a blacksmith in the episode "One for All."



DELETED SCENES

Originally when Prince Adam and Cringer first see Princess Rhea, she has already been captured by the Gargons.

At one point during production, Gorgon's guards from "The Defection" were going to be the warriors of Queen Balina.

Instead of a tree, He-Man was to be struck down by a large boulder.

In the script, Queen Balina was to have an evil-looking leopard, Sultar, at the end of a diamond-studded leash.

Act 1 originally ended with He-Man and Garn ready to battle in the arena.

Originally, during the battle between He-Man and Garn, Queen Balina notices and comments

King Thales's character model would later be used for King Duplis in the *She-Ra* episode "The Mines of Mondor."

on Draca's sorcery, which he uses to give Garn an advantage.

Queen Balina is sad to let He-Man go free, as throughout the script she shows a great deal of affection for him.

In a character-building moment removed from the script, Garn reveals to He-Man that he has nowhere to go, which is why he helps He-Man in his quest.

In a removed scene, He-Man and Garn string up two Gargons, then speak to King Thales, who is taken straight to Queen Balina and not imprisoned.

In another removed scene, Battle Cat roars at Sultar, who cowers behind Queen Balina's throne.

A piece of removed dialogue had Garn being inaugurated as the king of Targa.

TRIVIA

• The plot of this episode, along with much of the direction, is based on an episode of Filmation's *Tarzan* series, "Tarzan and the City of Gold."

• When Battle Cat picks up He-Man's scent, we see him leap out of the shot. This animation was originally going to be used at the end of every transformation sequence involving Battle Cat.

• Due to an error with the stock sequence, when He-Man is reunited with his sword, we see him lower the sword in his "I have the power" pose, whereas we should see the reversed sequence of him pointing the sword out of the shot.

• A rarely seen promotional image showing He-Man holding Skeletor above his head is based on the scene in this episode where He-Man lifts Garn above his head.

• The script of this episode has a diagram on the last page indicating to the storyboard department how He-Man and Garn save the city of Targa.

• In the model sheet pack for this episode, in addition to the model sheets for each character, there are numerous images of He-Man and Garn during their fight.

• This episode is one of a few that were adapted into minicomics to accompany Masters of the Universe action figure releases. This one was titled *Slave City*.

• When released on video in the US, this episode was missing the moral segment.



HE-MAN HOLDS, THEN —



HE-MAN DODGES THE RAY



DRACA LOOKS SHOCKED —



— THEN VERY HAPPY
DRACA
(smiling)
Aha! The tide has turned.



HE-MAN TURNS & LOOKS UP
IN SURPRISE



SEARCH FOR THE VHO

CAST Cringer, He-Man, Hovar, Justin, Kraken, Man-At-Arms, Mer-Man, Orko, Prince Adam, Teela



MEMORABLE QUOTES

"I wonder what makes it go?"

[Orko muses aloud just seconds before the ship's jet blasters educate him the hard way]

"Didn't anyone ever tell you it's not polite to grab?" [He-Man attempts to teach the Kraken some manners]

"But right now you're . . . We're both a little frightened." [Hovar shares his fear with Justin]

"How can I lose?" [Mer-Man appears to have forgotten previous encounters with He-Man]

"Then we'd better get Kraken!" [He-Man throws a pun into the adventure]

"Water? Ocean? Hmph. I'm glad I stayed home this time." [Cringer reminds everyone that water is his least favorite thing]

SYNOPSIS On Selkie Island, wild animals begin to threaten the technology-driven home of Royal Historian Hovar and his son Justin. They make a desperate effort to contact Man-At-Arms, informing him that their force shield is failing.

Man-At-Arms and Teela hurriedly create a Variable High-Frequency Oscillator, which, when put in place, will create a sound that only the wild animals on Selkie Island will run from. Teela begins her journey to the island on the Eternian Navy's newest ship. Prince Adam stows away on the vessel, believing that He-Man may be needed. Unbeknownst to the heroes, Mer-Man is spying on them, desiring to take the VHO and use it to overthrow Eternia.

As Prince Adam and Teela marvel at the speed of the ship, Kraken, the biggest sea monster on Eternia, attacks. During the chaos Prince Adam transforms into He-Man, but he is unable to prevent the capture of Teela, the

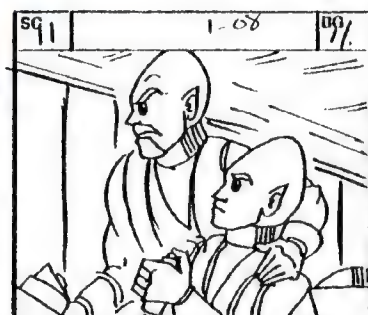
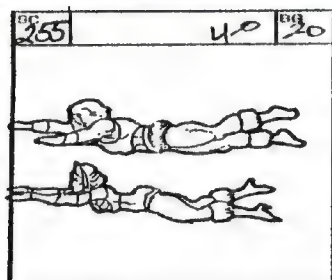
theft of the VHO, and the sinking of the ship. He-Man battles and destroys three robotic Razorfins. Among the debris he notices a homing device, which he decides to follow.

The device leads He-Man to an underwater cavern where Mer-Man is holding Teela captive. Just as He-Man is about to free Teela, Mer-Man uses the VHO to summon the Kraken. He-Man outsmarts the Kraken by tricking it into creating a cave-in upon itself. Mer-Man escapes with the VHO, with He-Man and Teela swimming after him in hot pursuit.

He-Man and Teela are able to retrieve the VHO and use it against the villains. Mer-Man and the Kraken dive into the water, but He-Man follows, pushing them to the surface and then throwing them into the distance. Prince Adam and Teela are successful in delivering the VHO to Hovar and Justin moments before the wild animals storm their home.

MORAL MAN-AT-ARMS. "Hovar and Justin certainly had a narrow escape, didn't they? But when one is an explorer or a scientist like Hovar, wild animals are only one of the many dangers you face. And yet, throughout the course of history there have been brave men and heroic women ready and eager to be the first to face the unknown, to challenge its dangers so that others might follow without fear. It is to these unsung heroes that we owe so much. See you soon with another exciting adventure."

REVIEW Water-based race-against-time action-adventure episodes do not come much better than this one. Within the first minute of the episode, the plot is pretty much laid out, and when the Kraken appears and kidnaps Teela, we know we are in for a treat. He-Man's underwater adventures are visually interesting, as is the animation throughout this episode. Although Mer-Man does not get much screen time, he does shine in what little he has. He-Man seems to wear a wry smile during this story, and his moments with Teela are well scripted. It has to be said, though, that as loud as it is, the Kraken is the star here. **8/10**



JUSTIN FIRES OFF SEVERAL QUICK BOLTS...
SFX: CLICK! CLICK! CLICK!

JUSTIN PRESSES BUTTON WITH THUMB



OUR HEROES WHIP THEIR NECKS AROUND AT THE SOUND OF...
SFX: BLIP! BLIP! BLIP! BLIP!

SAME/AS

When Orko reappears in Man-At-Arms' laboratory, the animation is from one of the Orko commercial bumpers.

The shot of the docked Eternian Navy ship is later used in "City Beneath the Sea."

The Razorfins are modeled after the creature that Prince Adam and Cringer first encounter on Trolla in "Dawn of Dragoon."

Mer-Man's underwater lair would also be used in "City Beneath the Sea" and, oddly, in the moral segment from "The Shadow of Skeletor," featuring Man-E-Faces and Ram Man.



DELETED SCENES

While receiving the communication from Hovar, Man-At-Arms makes an adjustment on his monitor and witnesses all the wild animals in the foliage preparing to attack.

The script shows He-Man, while fighting the Razorfins, finding an air pocket on the ship and using it to draw another mighty breath.

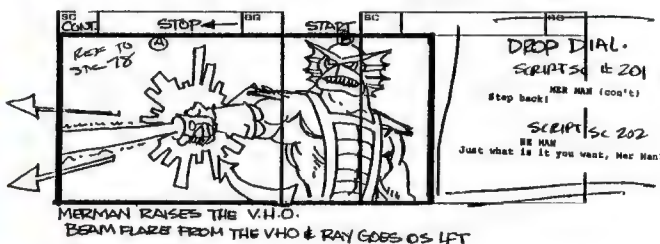
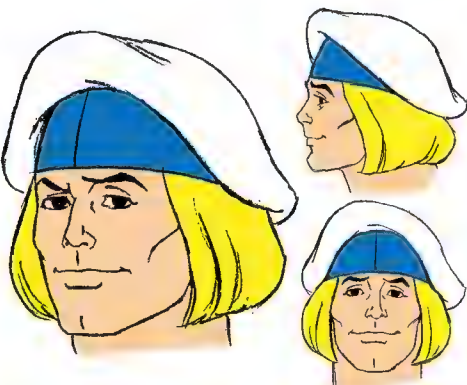
He-Man specifically states in the script that he has no desire to harm the Razorfins.

Act 1 originally ended rather limply on He-Man wondering what will happen next.

In a removed scene, He-Man does battle with a giant clam when confronting Mer-Man.

The battle inside the cavern with the Kraken never took place in the script.

In the storyboards, when He-Man swims away from Teela at the end of the episode, he originally transformed back into Prince Adam underwater, accompanied by a brilliant flash of light.



Left: Prince Adam's sailor-hat disguise is one of the most amusing visuals of the series.

TRIVIA

• The script makes no mention of Orko being used as a kite by Prince Adam.

• The Kraken was originally designed to have tentacles that grabbed its victims.

• He-Man's painful fall to the ground during his battle with the Kraken was animated by Tom Sito.

• He-Man's first "Kraken" gag was not actually in the original script.

• In the model pack for the episode, Prince Adam is shown in his sailor hat for reference. Amusingly, the caption reads, "Adam in his silly sailor hat."



BONUS THE POWER OF HE-MAN:

Shortly after the ship sinks, He-Man swims, evades, and fights underwater for approximately one minute and thirty seconds, showcasing his amazing lung capacity.



THE STARCHILD

CAST Battle Cat, Cringer, He-Man, King Randor, Man-At-Arms, Orko, Palos, Prince Adam, Queen Marlena, Starchild, Teela, Willen



MEMORABLE QUOTES

"I hope that Starchild will grow to be as lovely." (Palos lays on the charm for Teela)

"She is not afraid for herself! She is afraid for you!" (He-Man explains Starchild's constant running away to Palos and Willen)



SYNOPSIS Prince Adam and Cringer are enjoying a walk through the Crystal Forest when they overhear a commotion. They see two groups of men fighting over a young girl named Starchild. Escaping their clutches, Starchild falls into the Old Vine Jungle. He-Man and Battle Cat race to the young girl's rescue and are able to save her from an Ogre. Willen, of the Tree People, and Palos, of the Cave Dwellers, argue over who will have custody of Starchild, but He-Man announces that she will go to the Royal Palace, where the matter will be decided by King Randor and Queen Marlena.

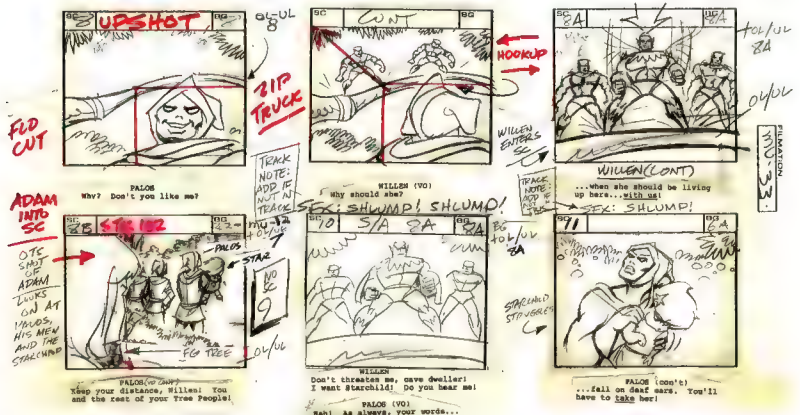
At the palace, Starchild is introduced to everyone and explains that her power is simply that of liking others and making others like her. Palos enters the throne room, pleading for his ward to be returned to him. Starchild refuses and runs away. He-Man and Teela search the palace, but Starchild defends herself against them.

Back in the throne room, Willen arrives, claiming that Starchild belongs to him. Still on the run, Starchild spots Teela and Palos and traps them, but He-Man saves them. A short while later the laser defense system turns against Man-At-Arms and Willen. He-Man finds Starchild, and they agree to go back to the throne room, but when she sees Palos and Willen arguing, she runs away yet again.

He-Man, Teela, Palos, and Willen enter the Old Vine Jungle and manage to save Starchild from a Plant Ape. They return to the Royal Palace, where it soon becomes apparent that both Palos and Willen desired Starchild's power so that they could convince each other they were serious about peace. Realizing the misunderstanding, the two leaders reconcile their differences. Queen Marlena grants them joint custody of Starchild. Starchild takes their hands, and they all feel her loving power.

MORAL **SORCERESS.** "Today we saw people fighting over the Starchild. But in the end, her power brought these people together. It might surprise you to know that all of us have a power like the Starchild's. You can't see it or touch it, but you can feel it. It's called love. When you care deeply about others, and are kind and gentle, then you're using that power. And that's very special magic indeed. Until later ... goodbye for now."

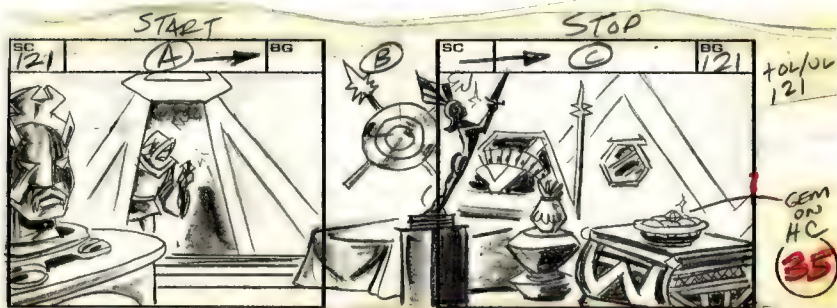
REVIEW The strength of the episodes that do not feature villains is that the writers are often able to create character-heavy stories in which we learn more about the main cast. Unfortunately, that is not the case with this, the first episode of the series without villains. While Palos and Willen are quite well-rounded characters, Starchild comes across as unlikable, as it is hard to feel sympathy for a character that actively tries to harm the heroes. After a while, we tire of seeing Starchild run away again, and again, and again, and find ourselves wanting her to be found, not because we care, but so that the story can end. **3/10**



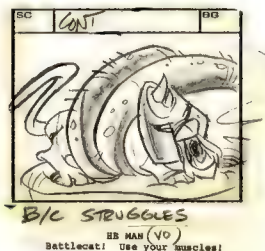
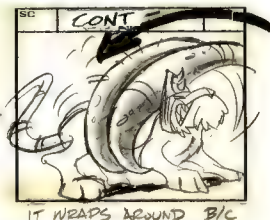
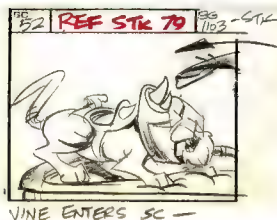
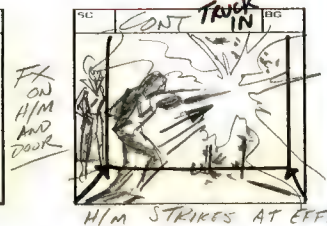
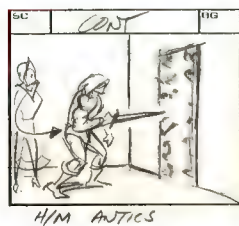
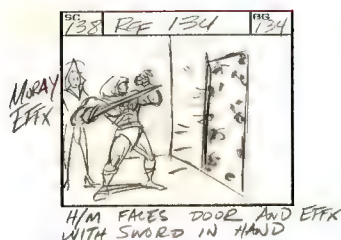
SAME/AS

Palos's character model would later appear prominently as a carpenter in the episode "One for All."

The design of the Ogre was previously used for Bak-kull in "Teela's Quest."



PAN FROM (A) TO (C) - TEELA'S ROOM - PALOS IS STANDING IN DOOR



DELETED SCENES

The opening line of the episode, in which Cringer comments on how much he likes visiting the Crystal Forest, was removed for time.

Another piece of dialogue had He-Man warn Battle Cat of the creatures in the Old Vine Jungle.



Left: The Plant Ape was originally designed to be a great deal more terrifying.

TRIVIA

- The Crystal Forest was scripted to look very different—it had gem-like cave openings and towering, twisted, surreal trees.

- Palos was originally designed to have blue skin, as were the rest of the Cave Dwellers.

- The power source for the Royal Palace in this episode is different from the one featured in "Double Edged Sword."

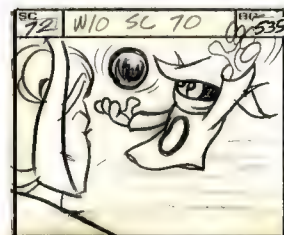
- The laugh of the Tickletrap is the same noise emitted by the Tribbles in the memorable *Star Trek* episode "The Trouble with Tribbles."

- The creature that looms over Starchild toward the end of the episode is known as a Plant Ape.

- The Plant Ape was voted by the storyboard artists as one of the "Worst Monsters" in their satirical Filmmation Awards.

- This episode was storyboarded by Byron Vaughns, who would go on to storyboard and direct episodes of *Tiny Toon Adventures*.

- In the storyboards, Starchild looks less like a little girl and more like an elf with pointy ears.



TEELA (VO)
But what is it?



STAR SMILES (A LITTLE SCARED)



THE DRAGON'S GIFT

CAST Battle Cat, Cringer, Granamyr, He-Man, King Randor, Man-At-Arms, Prince Adam, Queen Marlena, Skeletor, Skytree, Sorceress, Teela, Tullamore

SYNOPSIS At the Royal Palace, King Randor, Queen Marlena, Man-At-Arms, and Teela await Prince Adam. Shortly after he arrives, the Herald announces the arrival of Ambassador Therin from the kingdom of Eastfen. The stranger presents to King Randor a beautiful jade bust of his likeness. Man-At-Arms realizes that Ambassador Therin is actually Skeletor in disguise and grabs the jade bust, which turns out to contain the magic properties of the Weird of Crystal. Upon touching it, Man-At-Arms is transformed into a crystalline statue. Skeletor decides to leave, confident in his victory, as Teela despairs.

After a crash landing, an avalanche, and a brief battle with both Ice Hackers and Ice Trolls, the heroes awaken Granamyr from his slumber. Granamyr states that in return for his restoring of Man-At-Arms, He-Man must go to the Forgotten Forest and cut down Skytree, the only thing on Eternia that is older than he.

In the forest, He-Man and Teela are immediately greeted by Tullamore, one of the many Treeprechauns that protect the forest. Upon discovering He-Man's intentions, Tullamore makes every effort to stop him. The heroes find Skytree, who offers himself to them, as he owes an ancestor of Man-At-Arms a great debt. He-Man readies the Sword of Power but stops, realizing that it would not be right to take the life of Skytree. Granamyr is impressed with He-Man's wisdom and compassion and accepts his gift—the gift of life—and restores Man-At-Arms.

He-Man, Battle Cat, and Teela visit the Sorceress at Castle Grayskull, where she suggests that Granamyr, oldest and wisest of the dragons of Darksmoke, may know how to restore Man-At-Arms. In the Royal Library, He-Man deduces that Granamyr lives in the Ice Mountains, and he, Teela, and Battle Cat begin their journey in the Wind Raider.

MORAL TEELA. "Today He-Man had to decide whether or not to chop down a tree. Now, the trees around you probably don't speak the way Skytree did. Or if they do, we haven't learned to hear them—yet! But trees are living things. And when you respect a tree, you show that you care about all life. Life is a wonderful, precious gift. Learn to enjoy and respect it and you'll be a happier, better person for it. Bye for now!"

REVIEW The first appearance of Granamyr is one of the most impressive debuts of the series. Before he turns up, the episode feels like a straightforward hero quest to find a cure for Man-At-Arms. But the moment Granamyr appears, we are captivated by his fantastic screen presence. Granamyr's dialogue is beautiful, and at times, he even makes He-Man look ignorant. The animation in this episode, while not the best, complements the script appropriately. Larry DiTillio manages to pack the episode full of action, suspense, drama, and character development, and adds an incredible twist in the tale. Granamyr's debut is one of the most memorable of the season. **8/10**

MEMORABLE QUOTES

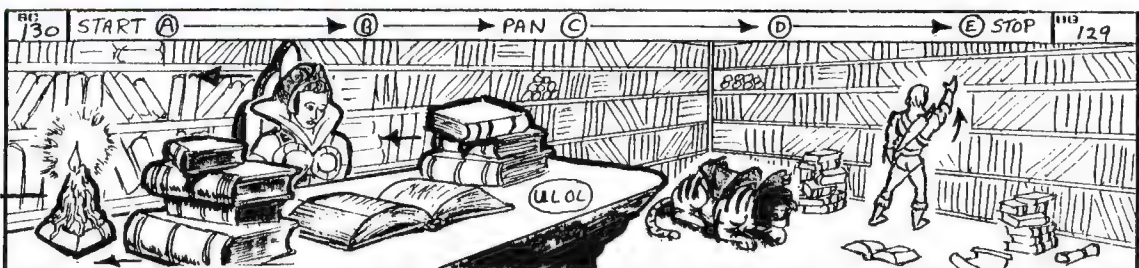
"You'd leave my father like this for all eternity! How could you!"

[Teela's anger at the Sorceress's inability to help boils over]

"Dragons pay little attention to the lies of legend." *[Granamyr cares not for He-Man's reputation]*

"Granamyr does not fight humans. Granamyr wins..." *[Granamyr battles He-Man and Teela effortlessly]*

"It has been a thousand years since I last spoke with humans. I found them vain, greedy, warlike, untruthful, and quite ugly." *[Granamyr understandably has issues with humans]*



DISS. TO SHORT CANDLE AND STACK OF BOOKS -- PAN RIGHT PAST WEARY TEELA -- PAST BATTLECAT TO HE MAN REACHING FOR BOOK.

SAME/AS

The sword fight between Teela and Skeletor is based on a rotoscoped sequence that would be reused numerous times during the series.

The transformation joke with Cringer darting around the corner to escape becoming Battle Cat was used again by Larry DiTillio in "The Huntsman."

The library used in this episode would appear in "House of Shokoti" Part 1, also written by Larry DiTillio. As a writer, he wanted the audience to see his characters doing research before heading into action.

The Ice Hacker would appear in the holiday adventure *He-Man and She-Ra: A Christmas Special* as

the giant Snow Beast that attacks Skeletor and the children.

The Forgotten Forest backgrounds would be used numerous times throughout the series from this point on.

Tullamore's character model would later be used for the Elf Lord in the episode "Fisto's Forest"; both episodes were storyboarded by Robert Lamb.

Skytree and his surrounding forest can briefly be seen (unintentionally) in "The Games."



Although not obvious in any of his appearances, the character design for Granamyr states that his wings increase in mass, enabling him to fly.

DELETED SCENES

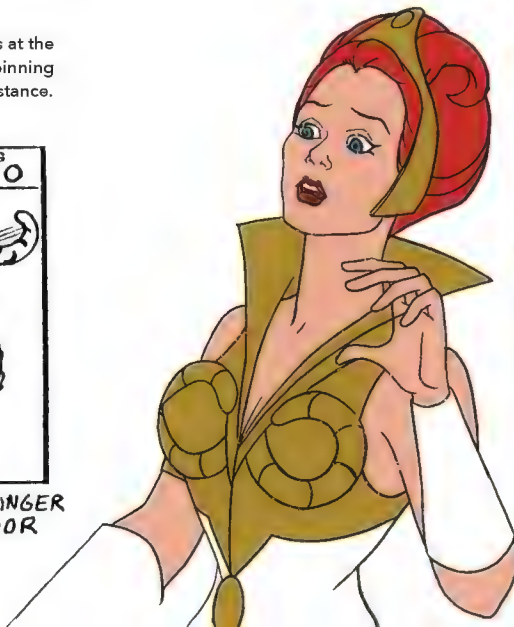
A line of dialogue removed from the episode has Cringer reply to Prince Adam's suggestion to find a quiet spot with "I know a great one, about fifty miles from here..."

In the script He-Man battles two Ice Hackers at the same time—grabbing them by the paws, spinning them around, and throwing them into the distance.



DOWNSHOT OF ADAM AND CRINGER SPRAWLED ACROSS THE FLOOR

At the end of act 1 you can see Granamyr roaring intermittently. This is because he was animated to say the words, "Who dares call my name?!"



TRIVIA

• "The Dragon's Gift" was the first script that Filmation bought from Larry DiTillio and led to his job as a staff writer.

• This is one of five episodes in which the title stays on the screen during the writer and director credits.

• The title card of this episode features an accompanying musical score exclusive to this episode.

• As Skeletor, in disguise as Therin, approaches King Randor and reveals his sword, you will notice that the king and queen have swapped thrones.

• Skeletor wields an interesting-looking sword in this episode that bears a resemblance to the emblem on his breastplate.

• In the duel between Skeletor and Teela, the villain was supposed to be dueling with his Havoc Staff.

• For the scene when the Wind Raider nearly crashes in the Ice Mountains, storyboard artist Robert Lamb called for unusual camera techniques in order to heighten the drama.

• The fight scene between the Ice Hacker and He-Man was duplicated shot for shot from the fight between a giant Skeletor and He-Man in "The Dragon Invasion."

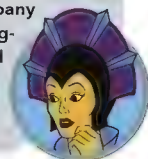
• Though his name is only briefly heard, the leader of the Ice Trolls is called Hogart, Sergeant of the Troll Guards.

• Both Larry DiTillio and Robert Lamb were not too keen on Granamyr's design, especially the helmet. Robert made sure to draw the great dragon in the storyboards as Larry had specified.

• Granamyr and the Ice Trolls originally appeared in Larry DiTillio's RPG game *The Isle of Darksmoke*, a Tunnels & Trolls role-play scenario he wrote for Flying Buffalo.

• This is the first time we hear that Man-At-Arms is actually one of a line of many Men-At-Arms, as described by Skytree.

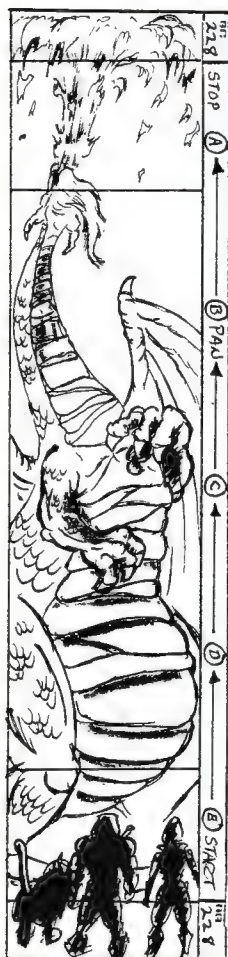
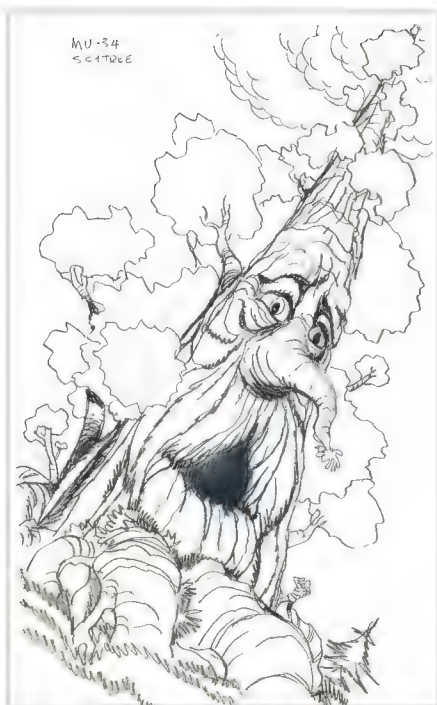
• This episode is one of a few that were adapted into minicomics to accompany Masters of the Universe action figure releases. This one was titled *The Dragon's Gift*.



MU-34
SKYTREE

A few designs were illustrated for Skytree, all of which included a small figure of He-Man for size comparison. The relative size would change dramatically for the episode.





Above and bottom left: Robert Lamb's storyboards for the episode show his designs for Granamyr's temple and for Granamyr himself.



Left: A model sheet was created for the episode showing Skeletor in disguise as Ambassador Therin, along with his unique sword.

THE SLEEPERS AWAKEN

CAST He-Man, Lady Valtira, Lord Tyrin,
Prince Adam, Sago, Teela

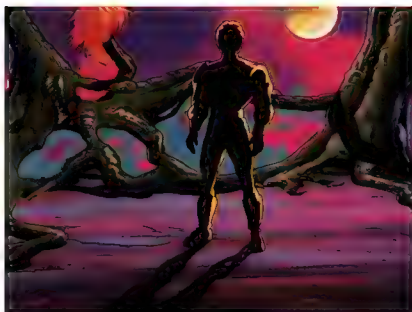


MEMORABLE QUOTES

"The length I'll go to save somebody's pet." *[Prince Adam tires of playing the coward]*

"Ugly indeed! If I am ugly to your sight, it is because each time throughout the lonely years I have called upon the power to rebuild our kingdom, my lady, the power itself has warped me!" *[Lord Tyrin reveals the ugly truth to Lady Valtira]*

"You wait, Adam! Someday, I'll make a hero out of you . . . Just like He-Man!" *[Teela's comment amuses Prince Adam]*



SYNOPSIS Prince Adam and Teela discover a mysterious castle in which Lord Tyrin and Lady Valtira lived two hundred years ago. Teela explains that the pair kept themselves youthful by using their evil magic to drain the energy of all the trees in the forest. Once the trees were all used up, they had no choice but to enter into a sleep that lasted centuries, hoping to awaken when the trees in the forest had grown lush once more.

After an encounter with some flying horses, Prince Adam finds himself face to face with Lady Valtira and is immediately frozen by her magic. Unbeknownst to her, a now-disfigured Lord Tyrin watches the events unfold and attempts to capture Valtira. Prince Adam rushes off to become He-Man and saves Valtira from Tyrin, whom she does not recognize.

He-Man and Lady Valtira enter her castle, as does Teela, who is searching for Prince

Adam, unaware of the danger posed by Lord Tyrin. While He-Man saves Valtira from a large snake, Teela is captured by Tyrin.

He-Man hears the cries of Teela and rushes to her rescue, where Tyrin reveals the awful truth about his appearance to Valtira. In a desperate attempt to beat He-Man, Tyrin absorbs the energy of the giant vine that supports the castle. The vine withers, and the castle begins to crumble around them.

He-Man, Teela, Lord Tyrin, and Lady Valtira escape, but a brave Tyrin heads back into the devastation in order to save Valtira's pet, Sago. Outside the remains of the castle, Lord Tyrin and Lady Valtira renounce their lust for power and evil ways. As a result both of them are returned to their former beautiful selves. Prince Adam appears, much to the relief of Teela, and the pair watch as Tyrin and Valtira fly off on their winged horses.

MORAL ORKO. "Hi. Today we met some people who had slept for over two hundred years. Well, we don't need that much sleep, but it is important to get enough sleep. So here's some things to remember: don't eat a lot before going to bed—a glass of milk or a piece of fruit makes a good bedtime snack . . . Try to go to bed at the same time every night and avoid any exercise or excitement before going to bed. Well, good night . . . Oh, good night, Cringer." **CRINGER.** *[Snores]*

REVIEW This episode feels as if it takes place in another part of Eternia, far removed from what we know. Prince Adam and Teela's character interaction is really quite sweet in the opening scenes, with both John Erwin and Linda Gary voicing the dialogue with a smile. The characters of Lord Tyrin and Lady Valtira are wonderfully scripted both in their dialogue and actions. Because these characters are clearly torn between good and evil, we are treated to some very interesting storytelling. While Lady Valtira may make for some terrific eye candy, Lord Tyrin is the star of the episode; his lonely tale of disfigurement, love, and rejection reveals a dark, brooding hero. **7/10**



Left: Lady Valtira's model sheet shows her posing with her pet dragon, Sago.

SAME/AS

The model design for Sago would later be used for the evil Batty in "One for All."

The animation of He-Man tying up the large snake in the tapestry would be reanimated in "One for All" to show He-Man fashioning a lasso from the permavine.

The shot of He-Man picking up the Sword of Power would be reanimated as Prince Adam in "One for All."

At one point we see Teela holding He-Man's shoulder; this would later be reused in "The Problem With Power." Another version, replacing Teela with the Sorceress, appears in "Origin of the Sorceress," and another version appears in "Orko's Return," with He-Man replaced by Man-At-Arms.

The facial features for Valtira's restored beauty would be used as the character model for the Gorgeous Woman in "The Return of Granamyr."

In one frame (which does not sync with the frames to either side of it), as He-Man rescues Lady Valtira, his hand appears to cup her breast!



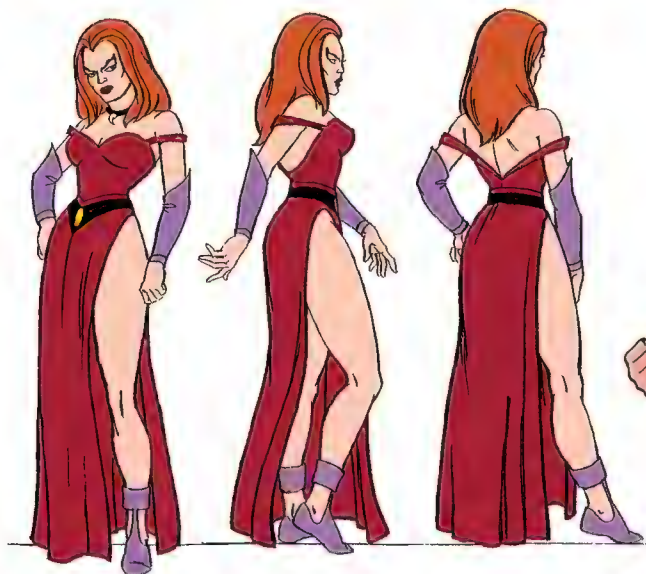
DELETED SCENES

Before transforming into He-Man, Prince Adam was originally scripted to say, "I've got to save that little one!"

Throughout the script Lord Tyrin interacts with his spider, treating it like an oafish sidekick.

Before entering the throne room of the castle, in the script Lady Valtira prompts He-Man to push open a large stone slab covered in vines to gain entry.

In the script, after He-Man uses the tapestry like a sack to capture the giant snake, Sago approaches the sack and pokes it.



TRIVIA

• This is the only time we see actual flying horses in the *He-Man* series.

• There is a questionable piece of animation in the episode when He-Man, upon saving Lady Valtira, touches her breast for a frame.

• The giant spider partner of Lord Tyrin is never described in the script as being mechanical.

• In the model pack for this episode there is an interesting and unique piece of artwork showing He-Man and Teela riding one of the winged horses.

• Don Manuel's designs for both Lord Tyrin and Lady Valtira had them dressed in very regal costumes, with Tyrin sporting a large cape and Valtira having a large white streak down the middle of her hair.

• George Dicenzo has an uncredited role in this episode as Lord Tyrin; he would go on to voice both Bow and Hordak in the *She-Ra* series.



VALTIRA
(savoring her power)
Ahi! Soon Tyrin and I will
be ready... To meet the inhabitants of
this place...

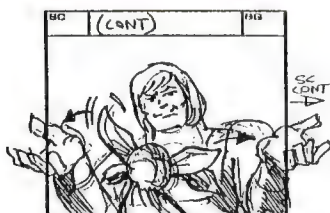


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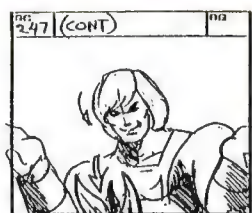
H-17



Left and below: Two pieces of layout artwork depict a rather emotive (and slightly terrifying) Prince Adam.



REVEALS THEY ARE TIED
IN BIG TIGHT KNOT -



THE KNOT FALLS DOWN AS
AS HEMPH WITCHES -
(LINE)
SHAKE (VO)

Lord Tyrin was given many poses that conveyed the pain and suffering of the character.



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THE SEARCH

CAST Battle Cat, Beast Man, Cringer, He-Man, Mer-Man, Orko, Prince Adam, Skeletor, Sorceress, Teela, Zoar, Zodac



MEMORABLE QUOTES

"There is only one person on this planet who may prevent this catastrophe. The one with the powers of He-Man. The man called Adam!" [Zodac knows everything]

"Acting like a fun-loving prince sure is hard work!" [Prince Adam reveals he takes great care in protecting his secret identity]

"I only hope the rest of the universe appreciates what we're doing!" [Orko, understandably, seeks praise]

"At the rate you're going, we'll be down here for years, Orko." [He-Man is unimpressed with Orko's attempts to remove huge piles of rocks]

"You're becoming evil, He-Man—I can sense it!" [Skeletor delights in his perpetual foe beginning to see things his way]

"I could use this to stop you, Skeletor!" [The power of the Starseed begins to warp He-Man's mind to perform evil]

SYNOPSIS At Castle Grayskull, Zodac informs the Sorceress of a cataclysmic event about to take place. The Sorceress summons Prince Adam, who, along with Cringer and Orko, manages to fool Teela into thinking that they are heading back to the Royal Palace. He-Man, Battle Cat, and Orko travel to Castle Grayskull, where the Sorceress explains that Skeletor is about to obtain the Starseed: an extremely powerful object that can give the individual who wields it the power to do anything.

The heroes soon discover the whereabouts of the villains and give chase. The heroes pursue Skeletor, Beast Man, and Mer-Man, who are operating a drilling machine. Skeletor causes a cave-in, which temporarily prevents the heroes from giving chase, but they are able to break through. Skeletor captures Orko and forces He-Man to aid him in his journey to the Crystal Cave, in order to secure Orko's safety.

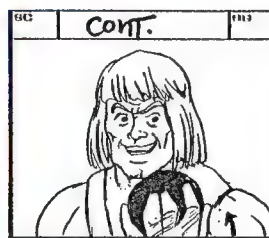
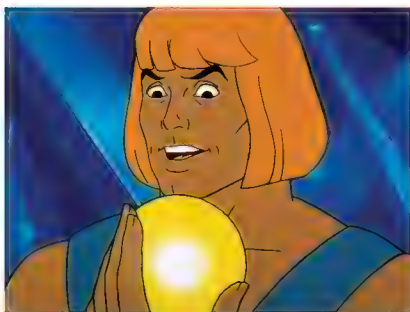
Upon locating the entrance wherein lies the Starseed, He-Man and Skeletor are confronted by two Crystal Demons. During the battle He-Man is freed of his service to Skeletor when Orko escapes the villain's clutches. Orko locates the Starseed but swaps it with a ball that he paints yellow.

Having defeated the Crystal Demons, Skeletor is quick to claim the Starseed, which he soon realizes is a fake. He-Man holds the real Starseed, but the sheer power begins to twist his mind, making him evil. He-Man manages to overthrow the evil, but Skeletor escapes.

The heroes return to Castle Grayskull, where Zodac informs them that it was he that allowed Skeletor to learn of the Starseed's location. Zodac continues to explain that the quest to find the Starseed was a test of He-Man's virtue and great powers.

MORAL ZODAC. "There are times when everybody dreams of becoming very rich or powerful. But what they don't think about are the problems and responsibilities that go with it. In today's story, He-Man was tested, and he proved his worth when he was able to resist the temptation to use his great power for any selfish gain. He knew that it's just as important to know when not to use force as it is to know when to use it."

REVIEW Some episodes of the series feel like they were developed at the same time the series was conceptualized; this is one of those episodes. Right from the first appearance of Zodac, we realize it is going to be special. For a brief period, the story becomes a simple case of the heroes chasing the villains. During this time, however, thanks to David Wise's writing, we get to see Skeletor at his most determined. The dialogue and direction as He-Man fights the temptation of the Starseed create one of the series' most memorable moments. The fact that there is a twist in the tale when Zodac reveals that it was he who allowed Skeletor to know of the Starseed's location emphasizes what a great episode this is. **8/10**



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302

SAME/AS

The direction of He-Man approaching the Sorceress's mirror and the subsequent shot are based on a similar sequence from "Diamond Ray of Disappearance."

Skeletor's drilling machine would later be used by the heroes as the Roto-Rocket in "The Energy Beast," and once again by Skeletor in "The Games."

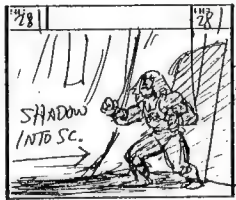
We see He-Man perform his double-fisted punch on the rock pile, a sequence which was previously seen in "Teela's Quest."



HE-MAN CONFRONTS DEMON

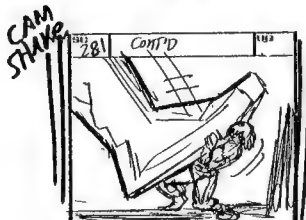


AS IT RAISES A FOOT



HOOK UP

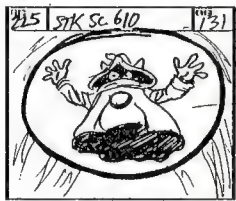
SHADOW INTO SC.



DEMON FOOT DOWN INTO SC. - HE-MAN GRABS IT



HE SHOVES FORWARD AND PUSHES FOOT OFF.



ORKO
You bag of bones! I'll whip up such a spell and get out of here and you'll be in such trouble—I

DELETED SCENES

A removed scene had He-Man, Battle Cat, and Orko finding themselves in thick fog. When the fog clears they discover they have walked onto an extremely thin precipice of rock at the edge of a high cliff. The heroes manage to survive, thanks to He-Man's strength, and discover the hole that Skeletor is drilling.

A piece of removed dialogue had Mer-Man make the obvious statement that the Crystal Demons were not human.

In an amusing exchange, as the Crystal Demons approach, He-Man and Skeletor argue over who has the most authority in the situation.

In the script, looking for something to replace the Starseed, Orko searches his hat and finds an old cookie; eating it, he comments, "Not bad!"



Left: Castle Grayskull's Window of Spirits shows the outer reaches of the universe.

TRIVIA

• This episode reveals that Eternia is at the center of the universe.

• We hear Prince Adam explicitly state in this episode that the "fun-loving prince" is merely an act.

• This is one of Zodac's most memorable appearances. He lives up to his role as the Cosmic Enforcer by aiding both Skeletor and He-Man.

• Lou Scheimer is the voice of Zodac in his few brief appearances in the series.

• In the model sheet turnaround for Zodac, the character is always shown to be carrying the gun that came with his action figure. This gun never appeared in the series.

• The design for the Crystal Demons originally appeared in "City of the Ancient Ones," an episode of Blackstar.



BONUS THE POWER OF HE-MAN:

Although not an act of physical strength, He-Man's ability to resist the Starseed's temptation to do evil is impressive.



331 SKELETOR WHO PUTS HIM [unclear]
SKELETOR BACKS UP AND ANTICS w/ ARM
(panicked)
No...! N-no!



IT'S NOT MY FAULT

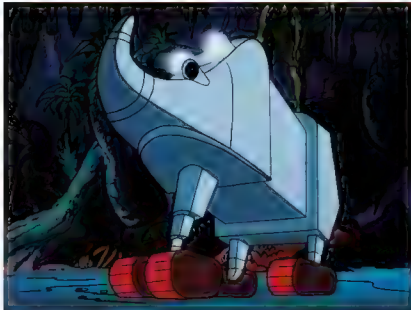
CAST Chief Merlo, He-Man, Man-At-Arms, Orko, Podi, Prince Adam, Rago, Teela



MEMORABLE QUOTES

"It was a job for a girl!" [Rago's gives his reason for not doing the job he was assigned to do]

"End of the line, fellas!" [He-Man stops Zegone in its tracks]



SYNOPSIS At the Royal Palace, Orko and Podi play a game of Tubesnare, but during their game the ball flies through a window, crashing into Man-At-Arms' laboratory. Podi runs away, leaving Orko to take all of the blame, but Prince Adam, who had earlier seen both of them playing, alerts Man-At-Arms to Podi's part in the game. Man-At-Arms tells Orko that Podi must take the blame too, and so the Trollan goes off to the Vine Jungle in search of her.

Podi is captured in her hiding spot by Rago, an enemy of her father, Chief Merlo. While Orko searches for Podi, he too is captured by Rago. Orko and Podi listen as Rago reveals his desire for the Moorfire Stones, which only Podi can remove from the Temple of the Fantus. Rago intends to use their mystical energies to power Zegone, his bizarre mechanical creature.

Having received a message from Chief Merlo to keep Podi at the Royal Palace,

He-Man, Man-At-Arms, and Teela journey to his home. Alongside Chief Merlo, the heroes make their way through the Vine Jungle, overcoming numerous obstacles. Rago manages to reach the Temple of the Fantus before the heroes, where he has Podi retrieve the Moorfire Stones and place them in the eyes of Zegone.

He-Man and his friends arrive to find Orko and Podi trapped within the temple. The heroes free them and immediately chase down the villains. He-Man is able to overpower Zegone somewhat effortlessly by redirecting the mechanical creatures' ray blasts back at it. While Man-At-Arms and Teela capture Rago's allies who attempt to flee, He-Man chases Rago through the Vine Jungle and manages to capture him. Back at the Temple of the Fantus, Podi learns to accept responsibility for her actions.

MORAL ORKO. "In today's story my pal Podi got herself into big trouble. She made a mistake and ran away—which only made things worse! Now, everyone makes mistakes, but running away is never a way to handle a problem. So when you make a mistake, admit it. That's the best way I know of to start making things right again. Until later . . . bye now!"

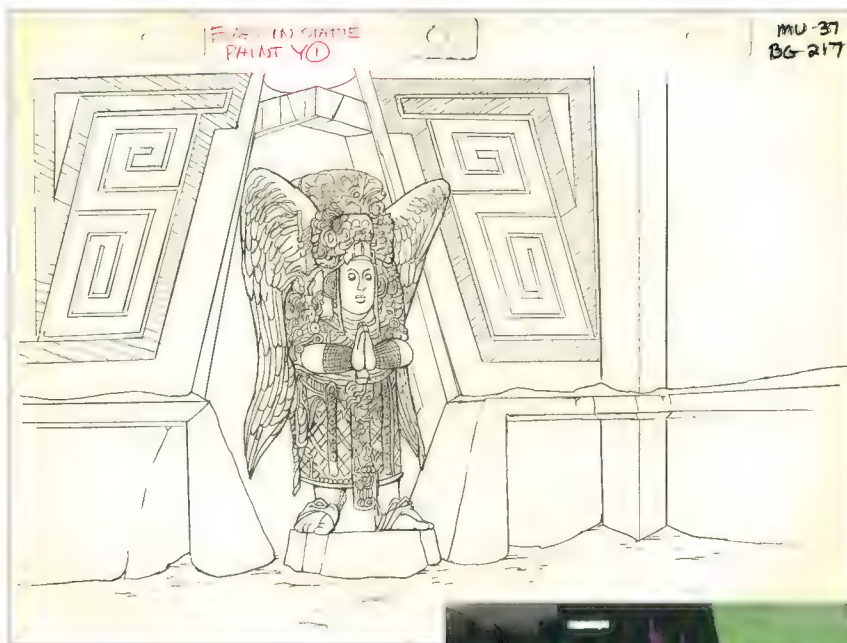
REVIEW This episode is notable for showcasing the Vine Jungle like no other episode; we are treated to many beautiful, atmospheric shots. We are made to feel that it is not only one of the most unusual places on Eternia, but also one of the most dangerous. The Vine Jungle would almost be the star of this episode, were it not for Rago, the villain who seems as if he is way out of his depth. Not that he poses no threat during the episode, but his hopes of conquest seem doomed from the start when we see Zegone, his ultimately forgettable war machine. This episode is average at best but feels fresh in the sense that we are transported to a unique part of Eternia. **5/10**



SAME/AS

Podi's character model would later be used for Rayna in the episode "Fisto's Forest."

The fight between Man-At-Arms and Rago's guard reuses an animation cycle of He-Man fighting Tri-Klops from "Diamond Ray of Disappearance."



DELETED SCENES

In the script, when He-Man is caught by the Catcher Plant, both Man-At-Arms and Teela attempt to free him with their weapons.

Rago's memorable "It was a job for a girl!" was originally going to be "It was a job for a boy!" which had less impact when directed at Podi.

A lengthy scene had He-Man rescue a bird from a vine-like tree and narrowly avoid being eaten by an alligator lion (a creature last seen in "Dawn of Dragoon").

The fight scene between Man-At-Arms and Rago's guard was supposed to end very quickly and far less dramatically, with Man-At-Arms using his Freeze Ray to stop the guard.

In the script, Chief Merlo pursues an escaping guard too.



TRIVIA

- The script amusingly has a small scribbled illustration of what Man-At-Arms' tether line should look like.

- Zegone is described in the script as "a massive, three-legged rhino-like robot."

- When aired in the UK, the lengthy sequence of He-Man, Man-At-Arms, and Teela cutting their way through the Vine Jungle was removed for time.

- Ed Friedman, the director of this episode, was also an animator throughout his time on the series.

- The character of Rago is voiced by John Erwin.

- This episode was storyboarded by Chris Jenkyns, who had previously been a writer on *Rocky and His Friends* and *The Bullwinkle Show*.



Above: The Vine Jungle, with its deadly, twisted plant life and bright, colorful flowers, was one of the most visually interesting areas on Eternia.



VALLEY OF POWER

CAST Baby Roe, Battle Cat, Cringer, Danavas, He-Man, Mother Roe, Orko, Prince Adam, Sorceress, Teela

SYNOPSIS The power-hungry Danavas observes the wondrous Valley of Power and the Mother Roe, a giant bird which guards the valley against all intruders. In the valley, Prince Adam, Cringer, and Teela are exploring the area in search of magical waters, having been informed by the Sorceress of their existence.

Meanwhile, Danavas manages to steal the Mother Roe's egg from her nest and makes his way back down into the valley. Returning to her nest and realizing that her egg is missing, the Mother Roe attacks all in the valley. Teela manages to save Danavas from being carried off by the Mother Roe. Teela explains to Danavas that they are in search of magical waters, which interests the villain. The Mother Roe attacks again, leading Prince Adam and Cringer to transform into He-Man and Battle Cat.

Teela is captured by the Mother Roe and taken to her nest. As He-Man and Battle Cat race to her rescue, the magical spring begins

to rise. Danavas begins to drink the water, gaining great strength, as the egg he stole hatches, and the Baby Roe grows to full size. Under his command the Baby Roe swoops down, grabs He-Man, and carries him into the sky. He-Man manages to land on a mountain, where he uses two giant feathers to fly back to the Mother Roe's nest. Battle Cat communicates with the Mother Roe, and Teela follows Danavas.

At the Royal Palace Teela and Orko battle Danavas, and then, upon He-Man and Battle Cat's arrival, depart for Castle Grayskull. The Sorceress gives Teela an antidote to feed to the Baby Roe.

He-Man and Battle Cat fight Danavas in the skies above Eternia, and, having received the antidote, feed it to the Baby Roe, whose personality is restored to that of an infant. The Mother Roe and Baby Roe head back to the Valley of Power, and the now-powerless Danavas vows to pay for his evil ways.

MEMORABLE QUOTES

"I'm brave enough . . . but not dumb enough to try that!" [Battle Cat comments on He-Man's feat of flying]

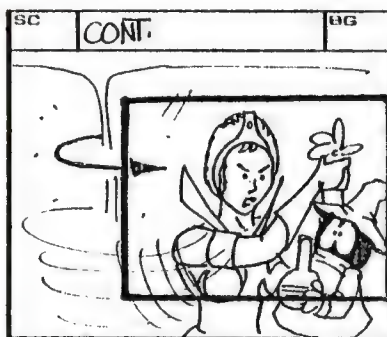
"Come on, Battle Cat—an Eternian snail can move faster than this!" [He-Man enjoys poking fun at Battle Cat]

"One more crack, and you're walking!" [Battle Cat does not enjoy He-Man's attempt at humor]



MORAL HE-MAN. "It sure is nice to spend a day in the woods. Nature offers us much to enjoy. Unfortunately, some people do things which hurt the plant and animal life in the forest. Like Danavas in today's story. By taking the Mother Roe's egg he upset the natural order of things. So, the next time you're in a beautiful outdoor setting, enjoy yourself. But be sure to leave things just as you found them. That way the next person can enjoy them, too."

REVIEW This episode is unique in that the entirety of the first act takes place in one single location and succeeds in keeping us entertained. Once Danavas becomes the villain of the episode, the plot becomes fairly straightforward, and yet, somehow, this episode thrives on unique action sequences and thoroughly entertaining character dialogue. Battle Cat is the surprising star of this episode, with He-Man a close second. Both seem to have a good rapport with one another in this story, and they almost appear to delight in their fight against evil. However, with its relatively straightforward story, this episode does not quite achieve monumental greatness. **7/10**



...GRABS ORKO...

TEELA
Come on, Orko...

Left: Steve Hickner's storyboard shows Teela grabbing Orko. This was given a great deal of expression in the animated sequence.

SAME/AS

The Valley of Power would appear in the *She-Ra* episode "The Mines of Mondor" as part of Mondor's mountainous landscape.

Danavas's character model would later be used for Baron Grod in the episode "The Huntsman."



Battle Cat hangs on for dear life in one of many new pieces of animation created for the fighting tiger.

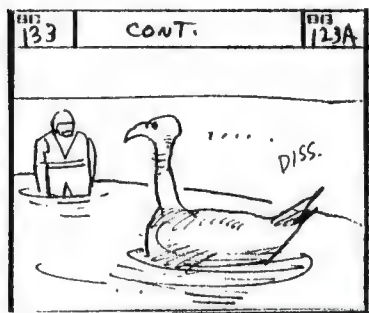
DELETED SCENES

Originally, to escape the Mother Roe, Danavas hid in a crevice between two rocks.

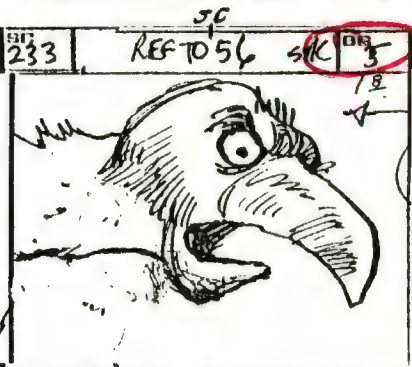
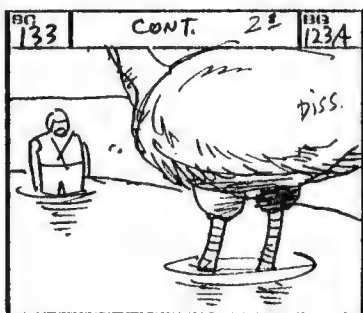
When Teela is in the nest, she appears to be telling Danavas that the magical waters are about to rise. But the original script had her calling out, "Adam,

Cringer!" first, which makes more sense. This was followed by Teela shouting, "Hurry or you'll be too late!"

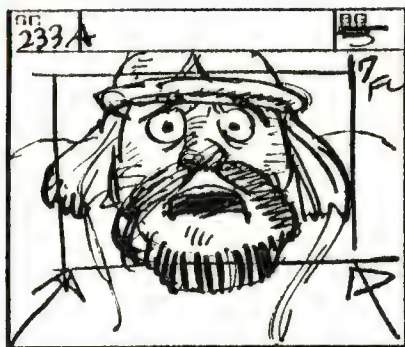
A removed line had Danavas stating, "That Battle Cat's a sly cat!"



MAGICAL SFX it suddenly grows... and grows... and grows!



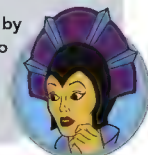
CLOSE UP DANAVAS AND GREEN ROE - PANNING
Startled, but it's too late to stop.



DANAVAS 111
Oh, no! We've been tricked!

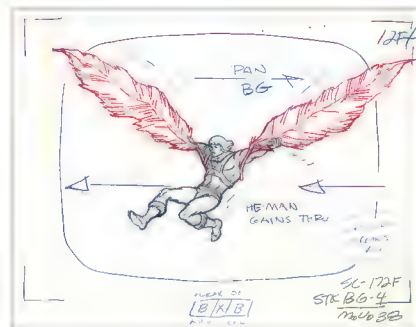
TRIVIA

- Danavas is described in the script as having the eyes of a cat.
- This episode gives Battle Cat more dialogue than any other episode and perfectly defines his personality.
- The character of Danavas is voiced by Alan Oppenheimer.
- The original design of the Mother Roe was less dragon-like and more bird-like.
- This episode was storyboarded by Stephen Hickner, who would go on to direct *The Prince of Egypt*.



BONUS THE POWER OF HE-MAN:

Using two large feathers from a giant bird, He-Man descends toward the ground, learning how to fly in the process—and succeeding



Above: The layout artwork shows the somewhat infamous moment in which He-Man uses giant feathers to fly.



TROUBLE IN ARCADIA

CAST Ananda, He-Man, Man-At-Arms, Orko,
Prince Adam, Queen Sumana, Teela



MEMORABLE QUOTES

"Why, Attak Trak, that's mutiny!"

[Teela enjoys a joke about the superiority of machines with the Attak Trak]

"Men! Catching them is so easy, it's hardly even a sport!" *[The Arcadian women delight in effortlessly capturing Prince Adam]*

"Your city's incredible. But the way you treat visitors leaves something to be desired!" *[The Arcadian hospitality fails to meet Prince Adam's standards]*

"A perfect utopia. No conflict, no problems. And no love either." *[Teela is saddened by what she discovers in Arcadia]*

"I understand that your isolation from the outside world has made you cold-blooded and inhumane!" *[Teela pulls no punches in giving her honest opinion to Queen Sumana]*

"But you're a man! You don't know what you're talking about! Take him away!" *[Queen Sumana is unable to take Prince Adam's warning of her city's impending destruction seriously]*

"So, hooray for that little bit of difference!" *[Teela celebrates the differences between men and women]*

SYNOPSIS While journeying to the Lowland Villages in the Attak Trak, Prince Adam and Teela discuss the differences between men and women. Their conversation is interrupted when the Attak Trak crashes into an invisible force barrier.

As he tries to find a way around the barrier, Prince Adam encounters two women that accuse him of snooping around their city's fortifications, resulting in his capture and the loss of the Sword of Power. Meanwhile, Teela encounters two different women, but her acrobatic skill in combat impresses them, and she is subsequently invited into the city to meet their queen.

While Teela meets Queen Sumana in her city of Arcadia, Prince Adam is taken to the slave pits under Arcadia, where he meets Ananda. Teela learns from Queen Sumana that the mineral Arcalite powers the city's force dome. The queen explains that although men are the ones who do all the mining, they are never allowed in the city.

In the slave pits, Prince Adam notices that the mines are beginning to crumble, endangering Arcadia. Ananda warns Queen Sumana of the probable danger, but she does not believe him. Teela notices that Queen Sumana has more than a passing interest in Ananda.

Upon learning of Prince Adam's capture, Teela searches the city to find him. The pair bump into one another and immediately confront Queen Sumana about the state of the mines. Teela eventually manages to convince Queen Sumana of the danger as Prince Adam locates his sword and transforms himself into He-Man.

The men and women of Arcadia work together in an effort to support the mines, which begin to collapse. He-Man arrives and manages to locate an underground lava flow. When he releases the lava into the mines, it begins to harden, supporting the city. Queen Sumana makes Ananda the king of Arcadia, and Prince Adam and Teela leave.

MORAL **TEELA.** "A very long time ago a wonderful document came into being. It was called 'The Magna Carta.'" **HE-MAN.** "It was the first big step in recognizing that all people were created equal. But even though more laws have been passed to guarantee that, there are still those who try to keep others from being free." **TEELA.** "Fortunately, Queen Sumana realized in time that only by working together could her city be saved. And that's the way it should be . . . together. Right?" **HE-MAN.** "Right."

REVIEW In this character-heavy episode, not only do we get to see Prince Adam captured and made to work in a mine, but we are also treated to an interesting look at the dynamic between men and women. And, in a clever race-against-time subplot, we see the Sword of Power's durability pushed to the limit. What this episode achieves most of all, through both its writing and direction, is the crafting of the perfect relationship between Prince Adam and Teela. They clearly care a great deal for one another, as is shown with their embrace as they are reunited. Of the two, Teela's writing is the strongest; David Wise gives her fantastic dialogue and scenes opposite Queen Sumana. **7/10**



SAME/AS

Teela's gymnastic spin around a branch would later be used in "Into the Abyss."

Ananda would later appear as Tarbin in the *She-Ra* episode "Darksmoke and Fire."

The animation of Teela running toward the camera was previously used in the moral for "Colossor Awakes" and would later be used in the moral for "Island of Fear."



DELETED SCENES

Instead of He-Man leaping down into the opening shot, it was going to be Prince Adam instead, who was to immediately transform into He-Man. This would have been the earliest transformation sequence of any episode.

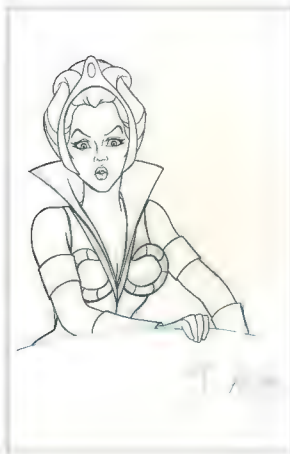
When Prince Adam is captured, the script indicates that instead of him losing the Sword of Power, one of the warrior women draws it from the scabbard. This presents a problem, as the sword is supposed to be unseen until he unsheathes it.

Originally, after Queen Sumana offers Teela a tour through Arcadia, Teela voices her concern about Prince Adam. Queen Sumana cleverly answers, "I'm sure he is being well taken care of."

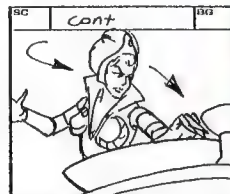
A conversation between Teela and Queen Sumana that was removed had Queen Sumana stating that men lack intelligence and patience.

When Prince Adam and Teela bump into one another while escaping their pursuers, an amusing exchange was supposed to occur. Prince Adam asks if Teela could lead him to Queen Sumana's palace, only for her to answer that she only just escaped from there.

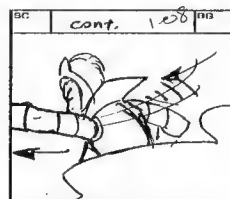
Originally in the script Queen Sumana does not free Prince Adam with her ring; he escapes the cage himself with the women of Arcadia pursuing him.



Teela reacts and with lightning speed grabs the metal plate.



Teela rears back



...and tosses the plate O.S.

TRIVIA

- The idea for the opening of this episode, with He-Man and Man-At-Arms testing an electric force shield, would be reused in the opening to the *She-Ra* episode "The Inspector."

- In the script, the Arcadians all have blue skin, including Queen Sumana and Ananda.

- The warrior pilot taking Teela to Arcadia states, "Eight nine fifty-six"; this is the address of a house writer David Wise once lived in.

- This episode shows just how durable the Sword of Power is, as the forge's fire cannot melt it; it can only superheat it.

- The model sheets for this episode show that even though the Arcadian women all dress the same, there are four different character head models.

- The storyboards for this episode were completed on June 2, 1983.



BONUS THE POWER OF HE-MAN:

He-Man saves the entire city of Arcadia by traveling down into the mines and breaking open a tunnel to an underground lava flow. He then outraces the lava flow, which begins to harden, preventing the entire city of Arcadia from crumbling into the mines below.

BONUS UNSHEATHING THE SWORD

OF POWER: In this episode, as he is attacked by the two Arcadian women, Prince Adam unsheathes the Sword of Power in what appears to be an act of self-defense. It is a strange maneuver on the part of Prince Adam: he suspects that he is about to be taken prisoner, so why not leave the sword sheathed and wait for the opportunity to transform into He-Man? Fortunately, the main plot of the episode is in no way overshadowed by this subplot, and it provides us with the opportunity to see just how durable the Sword of Power really is.



HOUSE OF SHOKOTI PART 1

CAST Battle Cat, Cringer, He-Man, Masque, Melaktha, Orko, Prince Adam, Ram Man, Sorceress, Stanlan, Trap Jaw

SYNOPSIS Receiving a call from the Sorceress, He-Man and Battle Cat journey to Castle Grayskull, where she explains that she has received some disturbing news from the Fortress in the Sands: a Nomad has reported seeing a strange building—a pyramid—rise up out of the desert.

Back at the Royal Palace, the heroes consult with Melaktha, the Royal Archaeologist, who reveals that in the Sands of Time, a House of Darkness is said to exist, where a Sleeping Beast dwells. Stanlan, Melaktha's assistant, accompanies them to the Sands of Time.

A disguised Masque volunteers to lead them and creates enough confusion that they are delayed in their journey. Masque's Reptile Men attack the travelers during the night, while the villain himself commands the House of Darkness to rise up from the sands. The heroes manage to overpower the Reptile Men, and He-Man races to confront Masque. The villain sends a Sand Monster after He-Man, but he quickly defeats it. Orko removes Masque's mask and is stunned by the evil energies that are released. He-Man destroys the mask with the Sword of Power, and Masque subsequently vanishes, but the secrets within the House of Darkness remain a mystery to the heroes.

He-Man, Battle Cat, Orko, and Ram Man head to the fortress in the Wind Raider, where they immediately see a battle taking place between those inside the Fortress in the Sands and large mechanical Spider Drones, invented by Trap Jaw. The Wind Raider is forced down, but the heroes manage to not only defeat the mechanical nightmares, but also find Trap Jaw's base of operations.

A villain named Masque explains to Trap Jaw that he wants the fortress destroyed, as those inside seek out the pyramid of his mistress. He-Man captures Trap Jaw, but Masque escapes in a billow of black mist.

MORAL RAM MAN. "In today's story, I sure was busy. Boy, did that hurt. Ramming things may look like fun, but it really isn't. Trying to use your head the way I do is not only dangerous, it's dumb! I mean, you could get hurt, badly! So listen to Rammy: play safely and when you use your head, use it the way it was meant to be used—to think. Until later . . . so long!"

REVIEW Because this episode is merely a setup for the following episode, it achieves a minimal amount of plot development. While there are many exciting things that occur during the course of the story, it often feels like a series of events heading in one direction but with no goal in sight. There is no doubt that Masque is one of the all-time great villains; his presence quite literally carries the episode at times, while the other characters merely go through the motions. As wonderfully eerie as it is, the conclusion of this episode leaves us somewhat confused rather than excited. The first episode of this two-part story does little to benefit it; nonetheless, it is still very entertaining. 7/10



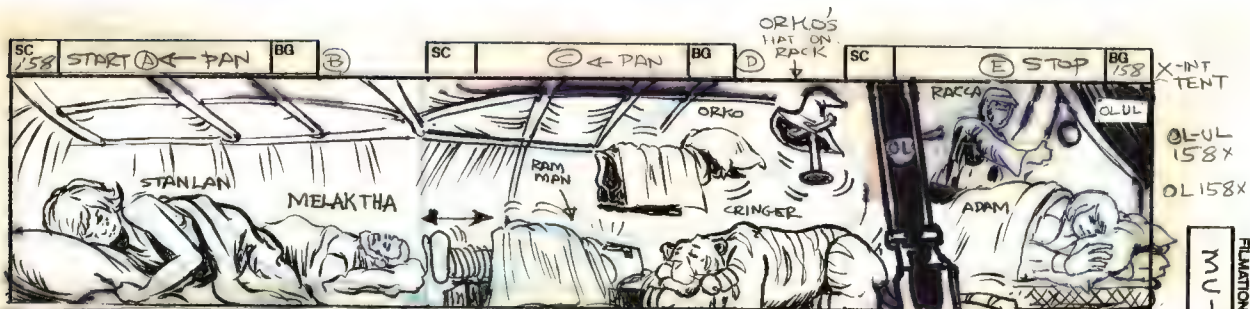
MEMORABLE QUOTES

"I'll swat those metal buggies, He-Man." [Ram Man boasts seconds before he puts three Spider Drones out of commission]

"You shall be sorry for meddling in my plans, He-Man. You shall be very sorry . . ." [Masque says his chilling words from afar]

"He seems to have been more of an evil shadow than a man." [Melaktha ponders what Masque was]

"To be continued." [Lou Scheimer's booming voice announces that this story is far from over]



The CAMERA PANS across the tent, showing us Stanlan, Cringer, Prince Adam, Melaktha, Ram Man and Racca, all asleep. Ram Man is doing the heavy snoring, his legs pumping in and out in time to his breathing. Orko is levitating, but asleep, a blanket over his airborne form.

RAM MAN (snores)

"STOP PAN AT (E) POS. DARK FIGURE OF RACCA IS AT TENT OPENING - HE LOOKS AT SLEEPING ADAM - A BEAT."

FILMATION STUDIOS
MU-40

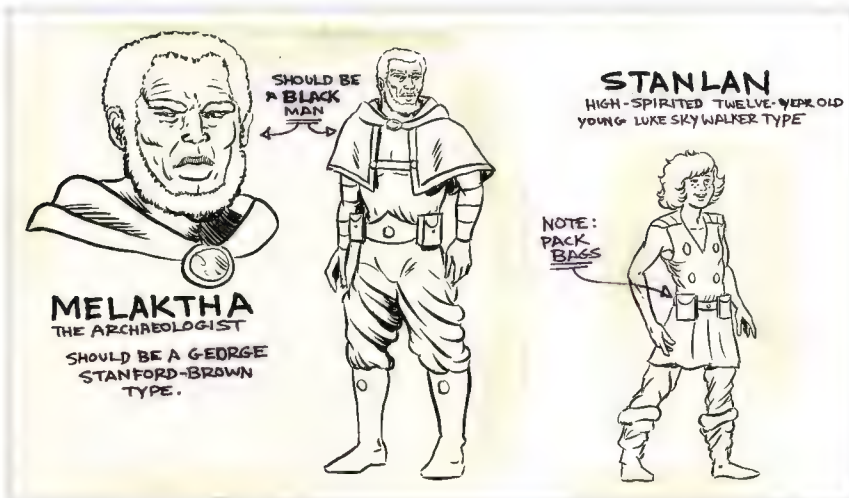
SAME/AS

Trap Jaw's Spider Drones would later be used in "Trouble's Middle Name" and "Beauty and the Beast."

After Ram Man rams the Spider Drone into Trap Jaw, Orko performs a celebratory backflip; this animation is used again in "Game Plan."

Orko's trick on Trap Jaw in which a "BANG!" sign pops out of the end of his Lasatron was originally used in "Quest for He-man."

The animation of Cringer laughing with his paws on his head would later be used in "Temple of The Sun."



DELETED SCENES

A scene removed from the opening features the Nomad (mentioned by the Sorceress in the episode) discovering the pyramid. After the Nomad flees, Lord Masque appears from within the temple and converses with the mysterious voice of Shokoti, who tells him to guard the temple and prevent anyone from approaching.

A removed scene had Orko calling their mission to find the disappearing pyramid "fun," only to have He-Man retort that they are not undertaking the mission for fun.

After accidentally scaring Cringer, Stanlan makes up with the giant cat by offering him candy—something that was removed from the actual episode.

TRIVIA

• Originally this two-part episode was written as a single episode titled "House of Shokoti," but it was deemed too expensive to be one episode. Larry DiTillio was asked to turn it into a two-part story, and so he wrote this story involving Masque as a prequel.

• Storyboard artist Don Manuel created the look for Melaktha, insisting that the character be a black man.

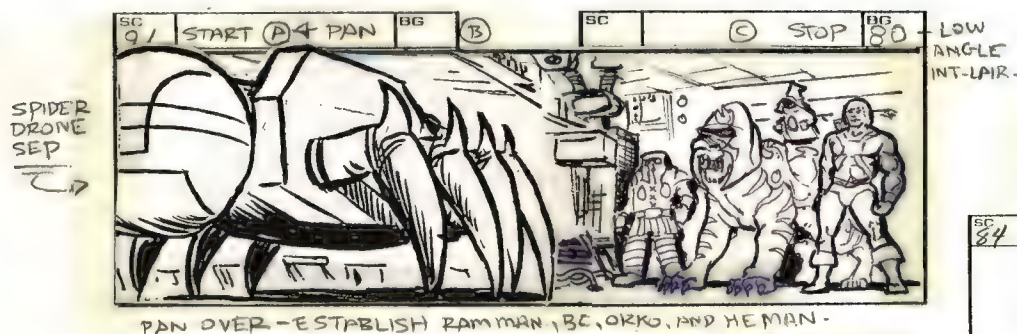
• He-Man makes reference to Space Pirates; eventually, the Space Pirates would appear in "One for All."

• The commander in the Fortress in the Sands who brings He-Man the control box is called "Sylus" in the script.

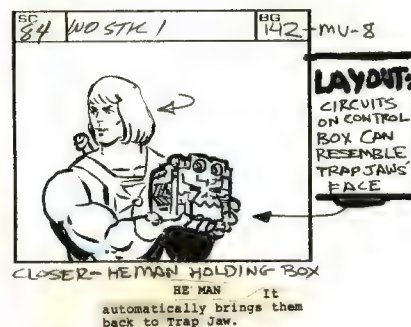
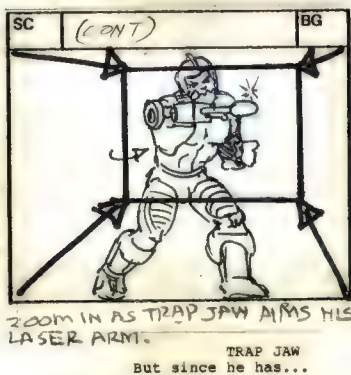
• When Stanlan is surprised that Cringer can talk, he replies, "Doesn't everybody?" This same gag would later be used in the *She-Ra* episode "Into Etheria," also written by Larry DiTillio.

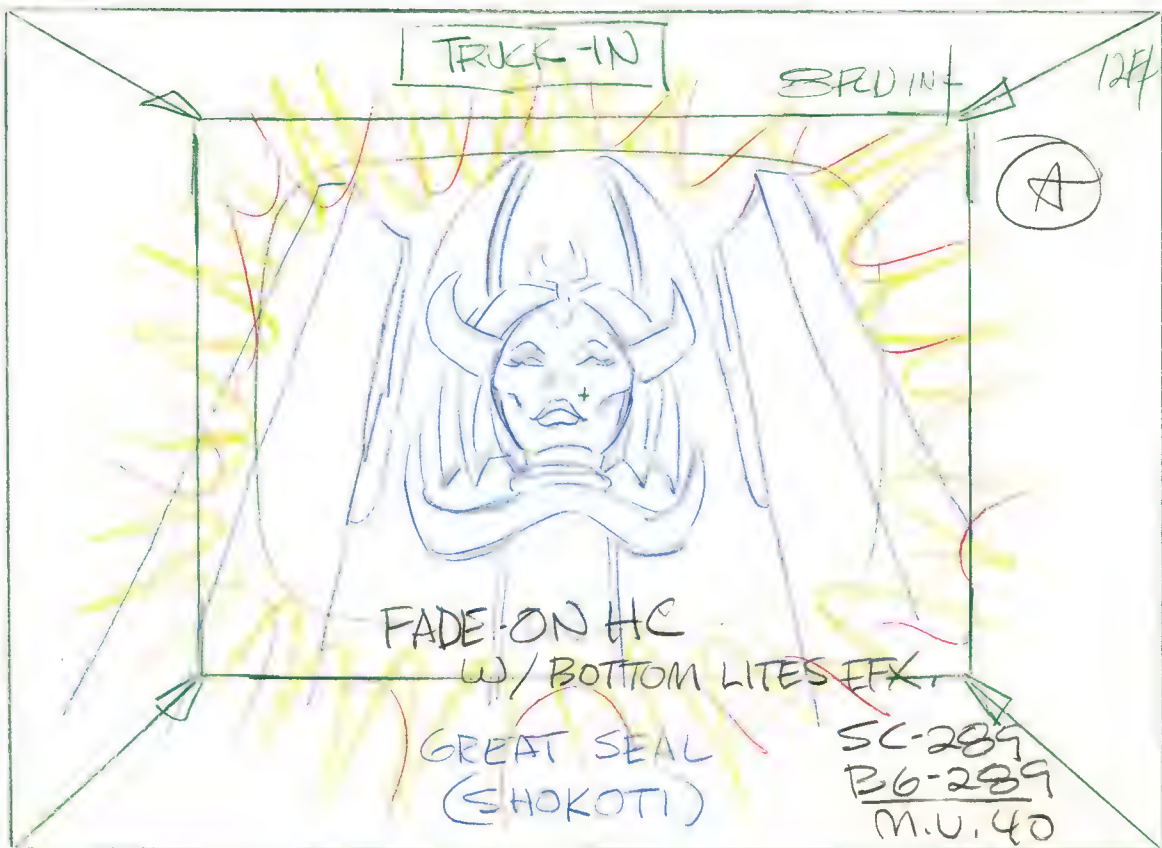
• When Masque disguises himself, the script refers to the character as "Racca."

• During the transformation, Battle Cat does not perform his entire roaring sequence. This is only one of two times in the series that this occurs; the other is in "Keeper of the Ancient Ruins."

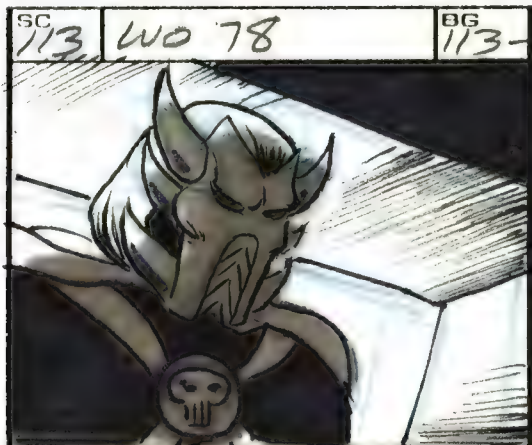


HE MAN
Play time's over for you two.



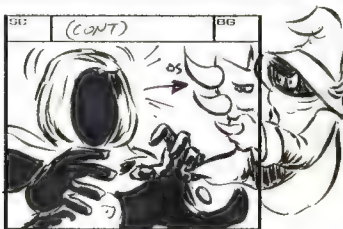


Storyboard artist Don Manuel designed many of the characters for the episode, including Lord Masque, Melaktha, and Stanlan.



MASQUE
(to himself, angry)
You shall be sorry for
meddling in my plans, He Man.
You shall be very sorry...

MASQUE
EVIL SORCERER



ORKO TAKES THE MASK
OFF



HOUSE OF SHOKOTI PART 2

CAST Battle Cat, Cringer, He-Man, Melaktha, Prince Adam, Ram Man, Shokoti, Sleeping Beast, Stanlan



MEMORABLE QUOTES

"The darkness. I see the darkness once again." [Shokoti's frightening voice announces her presence]

"The power of Shokoti is the power of fear. Fight it . . . with the sword." [The Sorceress talks to Stanlan via the Sword of Power]

"Rise, rise, take your sacrifice and spread the Living Darkness across the world!" [Shokoti commands the Sleeping Beast to emerge]

"Not afraid!" [Stanlan heroically fights Shokoti armed with the Sword of Power]

SYNOPSIS The heroes prepare to explore the pyramid. Stanlan discovers that the wall outside the temple is not as old as the rest of the structure, indicating it was built to keep something inside from getting out. A somewhat impatient Ram Man rams the wall, revealing a door. Melaktha recognizes the face carved onto the door as that of Shokoti, a wicked sorceress from the Dark Side of Eternia. Prince Adam and Melaktha agree that it would be best to wait until daylight to explore the temple. The group leaves Ram Man to guard the structure overnight. Melaktha informs Stanlan that he will not be a part of the group that enters the pyramid.

Upset, Stanlan, wishing to see more of the temple, convinces Ram Man to break down the door. Unfortunately this knocks Ram Man unconscious, and Stanlan is pulled inside the pyramid by dark tentacles. He-Man and Battle Cat break open the door and, with a revived Ram Man, give chase.

Stanlan, now inside the House of Darkness, awakens to see an apparition of Shokoti, which beckons him to follow her. Eventually Shokoti appears before Stanlan and explains that he will be present for the awakening of the Sleeping Beast. The heroes make their way through the temple and confront Shokoti but are quickly overpowered by her vast array of magic and her Darkling allies. Stanlan manages to escape, clutching He-Man's Sword of Power.

The Sorceress speaks to Stanlan through the sword and tells him that all he need do is confront his fear. Stanlan challenges Shokoti with the Sword of Power and, deflecting her evil magic, manages to free the heroes. Shokoti commands the Sleeping Beast to attack, but He-Man uses his strength to send the creature back into the black pool from whence it came. Defeated, Shokoti vanishes, and Stanlan apologizes for his actions.

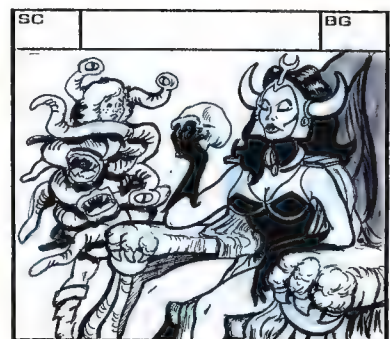


MORAL PRINCE ADAM. "In today's adventure, Stanlan was trapped in an old, dark building. He had to face many dangers, from demons to monsters. Now, in your world there are no demons or monsters, but there's still danger in old, dark places. Empty buildings or caves may seem exciting, but you could get badly hurt or trapped in places like that. So stay out of them, even if one of your friends dares you to go in. Taking a risk like that isn't brave—it's just dumb."

REVIEW From the moment this episode begins with a long panning shot of the House of Darkness, accompanied by some foreboding music, we know we are in for a treat. The atmosphere throughout the episode is breathtaking, with a wealth of twisted, creepy action sequences. He-Man, Battle Cat, and Ram Man make for an exciting heroic trio, but they are not the stars of this episode. The dynamic between Stanlan and Shokoti works beautifully as the episode progresses. Numerous factors, including Larry DiTillio's script, the beautiful yet haunting direction and animation, and Linda Gary's fine performances as both Stanlan and Shokoti, make this episode one of the scariest and best of the series. **9/10**



Rise, rise, take your sacrifice and spread the Living Darkness across the world!



SAME/AS

He-Man's double-handed overhead sword chop animation would later be used as stock throughout the series.

The interior backgrounds of Shokoti's lair would appear in numerous episodes, including "The Cat and the Spider" and "The Ancient Mirror of Avathar."

Shokoti's throne room and the Darklings themselves would later be seen in the *She-Ra* episode "Three Courageous Hearts," also storyboarded by Robert Lamb.



DELETED SCENES

Originally this episode opened with Ram Man using the Battle Ram to excavate the base of the pyramid.

After Stanlan is seen running toward the temple, Cringer runs back inside the tent to wake Prince Adam up, but this scene was removed.

A lengthy action scene had He-Man, Battle Cat, and Ram Man battling a large Bat Snake. This creature carries Ram Man high into the caverns, with He-Man and Battle Cat in pursuit. Oddly, at the end of the final episode, you hear Ram Man mention a "snake thingie," referring to the deleted scene.

In the model sheet pack there is a detailed illustration from the deleted scene showing Ram Man being carried away by the Bat Snake.

In a removed scene, after tangling with the Bat Snake, Ram Man discovers Stanlan's lantern.

In the script, when the mirror of Shokoti appears before the heroes, Ram Man refers to Battle Cat as "BC."

A removed piece of dialogue has Stanlan saying, shortly after Shokoti has vanished, that perhaps she was merely an illusion the whole time.

A scene removed from the episode (but which appears in the moral segment) shows Stanlan holding his torch up to what he believes is Shokoti's floating face, only to reveal a Darkling.



TRIVIA

- This is often celebrated as the scariest episode of the series—a mood which Larry DiTillio intended.

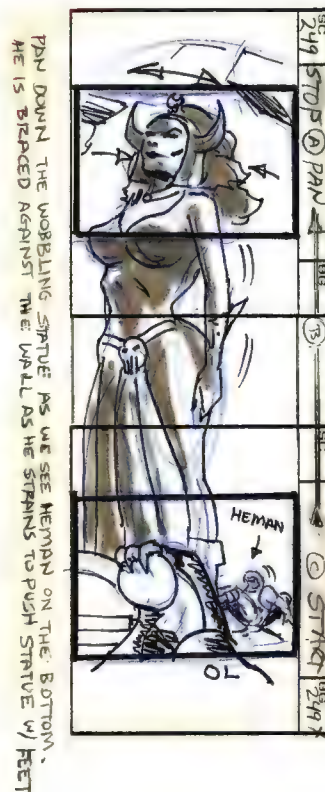
- The bulk of this episode is what Larry DiTillio originally scripted before he was requested to turn it into a two-part episode.

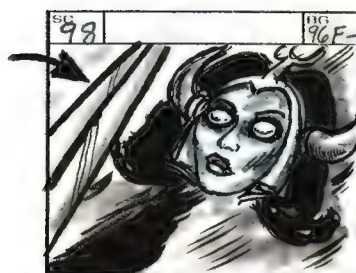
- When storyboarding this episode, Robert Lamb liaised with Don Manuel, who had story-boarded the first part, to make sure the two episodes flowed.

- The character of Shokoti is voiced by Linda Gary.

- The storyboard for this episode, at eighty-six pages long, is one of the biggest storyboards in the series.

- A note on the model sheet for Stanlan advises the colorists to make sure his eyes are not simply painted black. They needed his eyes to be lighter to convey his frightened emotions.

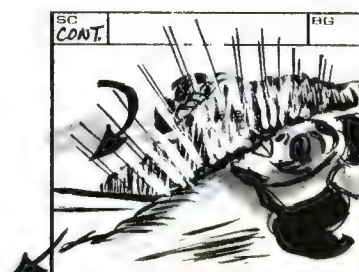
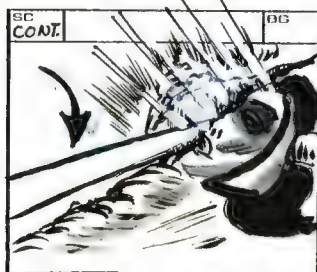




CU - SHOKOTI/DOOR -- HE-MAN'S SWORD COMES DOWN INTO SC. FROM UPPER LEFT.

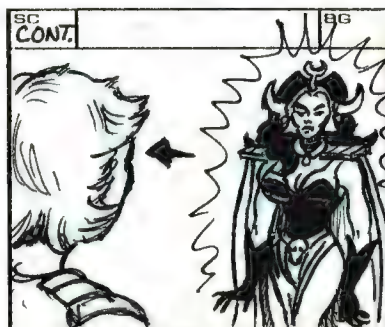


NOTE TO CAM!
BOT. LITE FLASH EFX SHOULD FOLLOW PATTERN OF SWORD!
37



Left: Robert Lamb believed that the shot of He-Man's Sword of Power slicing open the doorway to Shokoti's temple would be revised for being too graphic. Much to his surprise, it was not.

Right: Robert Lamb ensured the cold beauty of Shokoti was prevalent in his storyboards.



CAM.
DX BODY ON W/ RED NOIRE EFX

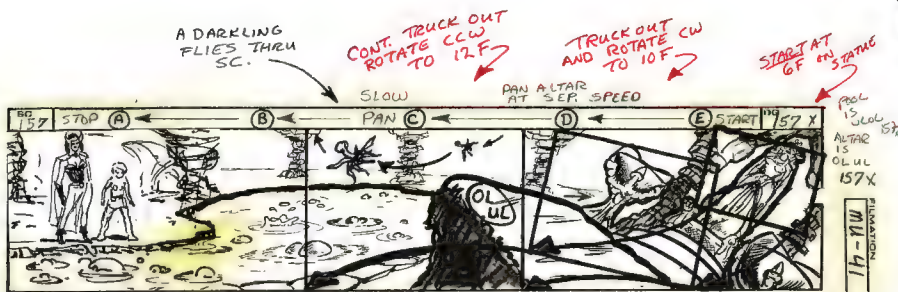


...STANLAN TAKES A STEP BACK AS THE REST OF SHOKOTI APPEARS.

STANLAN
Are you a guh-guh-ghost?

CU - SHOKOTI

SHOKOTI
I am Shokoti. This is my house. And you are my first guest in a long, long while...



INT SHOKOTI'S SANCTUM -- START IN C.U. OF LARGE STATUE OF SHOKOTI -- TRUCK OUT AND ROTATE CAM. TO REVEAL SHOKOTI'S THRONE, STEPS, BRAZIERES AND ALTAR -- CONT. PAN ACROSS BLACK POOL -- STOP AT POOL EDGE -- AFTER PAN STOPS, STANLAN AND SHOKOTI ALREADY STAND FOR POOL

INT SHOKOTI'S SANCTUM - LONG SHOT
We SEE a large, cavernous room, filled with weird, shadowy angles. The lighting is Haunted Mansion, greens, blacks, muted whites. The room is dominated by a huge, black pool of bubbling sludge. At the head of this pool is a gigantic statue of Shokoti, at the foot of which is a large altar stone. The ceiling is irregular, and dark shapes flit about in the air. Above the altar, at the foot of the statue, is a platform on which is a large, dark throne chair. Hemispherical stairs lead up to it from the altar. Two braziers are on either side of the altar.





97 MAKE STR 2X + STR PG
EXTREME UPSHOT-- HE-MAN W/ SWORD RAISED HIGH



97 CONT. HE-MAN LOOKS DOWN AT CAM, STARTS TO BRING ARMS DOWN



97 CONT. ...HE-MAN SWINGS HIS SWORD DOWN AT CAM.



Left: Although the scene was deleted, a piece of artwork was illustrated depicting Ram Man being carried off by the Bat Snake.

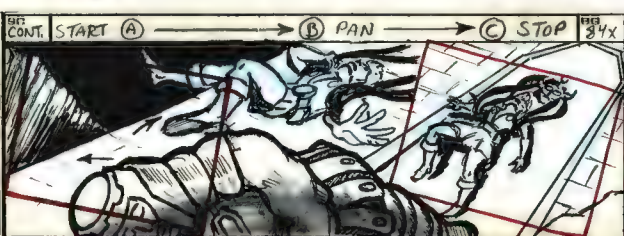
SEE ALSO SC. 66

NOTE: CRINGER SHAKES W/ FEAR



INT-TRENCH - PAN FROM SAND TRENCH WILL AS WE SEE CRINGER, STANLAN AND ADAM- THEY WATCH STANLAN EXAMINE PYRAMID WALL.
PRINCE ADAM (VO)
I hope we're doing the right thing, Melaktha. This pyramid could be filled with evil.

TENTACLES PULL STANLAN OFF BEFORE PAN
SLIDE RAM MAN LEFT DURING PAN



...THE TENTACLES PULL STANLAN OFF HIS FEET AND UP TOWARD THE DOOR. PAN RIGHT TO STANLAN, AND DOOR (UPSHOT). © POS. (STRUGGLING)



A LARGE EYE APPENDAGE THRUSTS OUT FROM THE BODY OF THE BEAST



Above and left: The nightmarish Sleeping Beast may have done little in the episode, but the creature's design was unforgettable.

DOUBLE EDGED SWORD

CAST Battle Cat, Burbie, Chad, Cringer, Elden, He-Man, King Randor, Man-At-Arms, Mer-Man, Orko, Panthor, Prince Adam, Sorceress, Teela, Trap Jaw



MEMORABLE QUOTES

"I don't like eating between meals!" [Trap Jaw explains his nutritional regime to Mer-Man]

"I think it's my turn to stop this creature and your turn to help the people..." [He-Man and Teela have a routine]

"I used to make the same mistake myself." [He-Man mocks Trap Jaw's running into a mesa]



SYNOPSIS At the Royal Palace Man-At-Arms explains to King Randor and Prince Adam that their only piece of Eternium, which has powered the palace for centuries, is almost used up. Without it, the palace will be defenseless.

In the Sands of Time, a young boy named Chad and his energetic pet Burbie entertain his grandfather, Elden. Chad fails to understand why his grandfather sees no fun in fighting Skeletor's warriors and asks if it is because he is unable to walk. Before Elden can answer, he notices, lodged within a rock, a piece of Eternium. Upon hearing of the discovery, King Randor sends Teela to guard the Eternium.

At Snake Mountain Mer-Man and Trap Jaw witness the Eternium being moved across the Sands of Time. They attack Chad and Elden, who deftly uses a Scatter Ray to fend them off. Chad is amazed by his grandfather's hidden fighting abilities as Mer-Man summons a Spidasaur to attack them.

He-Man, Battle Cat, Orko, and Teela save Chad, Burbie, and Elden and continue on

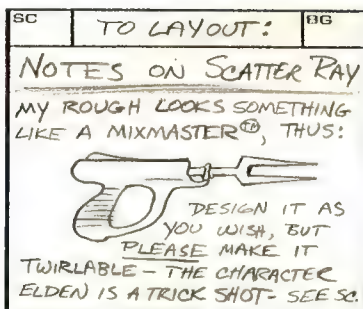
their mission to transport the Eternium back to the palace. Trap Jaw gets an idea to eat some Eternium and manages to obtain a piece, but Mer-Man is captured in the process. A superpowered Trap Jaw fights He-Man until it wears off. Burbie grabs the Eternium but accidentally swallows it and slowly begins to die.

At Castle Grayskull He-Man steps into the Chamber of Life with Burbie. Outside the castle Elden decides it is time to tell Chad the story of how he became paralyzed. He reveals that during the Orc War, when he was a young soldier, he spotted a group of Orcs and with his fancy shooting skills was able to drive them away. But his fancy shooting weakened a nearby cliff; the resulting avalanche killed many of his men and paralyzed him.

As Chad learns the true dangers of war, He-Man emerges from the castle with Burbie, now back to full health.

MORAL HE-MAN. "Sometimes movies and television adventure series like this one make it seem as though shooting a gun, fighting, and taking chances are fun and exciting things to do. And what's more, the good guys never get hurt. But in real life, people do get hurt... even killed, when they fight or use guns. Make-believe can be fun, and there's nothing wrong with imagining great adventures. But never forget that when it's the real thing, someone can get hurt. Even the good guys... Even you."

REVIEW With this story, Robby London manages to craft one of the series' most compelling episodes. Not only is it scripted beautifully, but the moral message it explicitly preaches is naturally woven into the episode through Chad and Elden, without any of it feeling forced. The character writing throughout the episode is rich in both humor and drama. The heroes and villains are all given great dialogue and interact with each other to perfection. Elden's tragic story of how he accidentally killed many of his fellow soldiers during the Orc War is one of the series' most touching pieces of character writing and cements this as one of the most powerful pieces of storytelling in the series. 9/10



SAME/AS

Chad's character model would later be used for Thad in "Return of the Gryphon."

The animation of Orko throwing punches would be used in both "No Job too Small" and "The Toy Maker."

When He-Man arrives at Castle Grayskull, the sequence is directed similarly to a scene in "Diamond Ray of Disappearance."



ON CHAD

An Eternian boy of about fourteen. Pleasant looking. He holds a ray device in front of him in both hands. The device does not resemble a gun!



On HE-MAN
holding a ray device
which greatly resembles
a .357 magnum revolver



Left: Storyboard artist Bob Forward was so amused at being asked to have the Scatter Ray not resemble a gun that he illustrated Chad with a pineapple instead—as well as He-Man with a .357 Magnum revolver!



DELETED SCENES

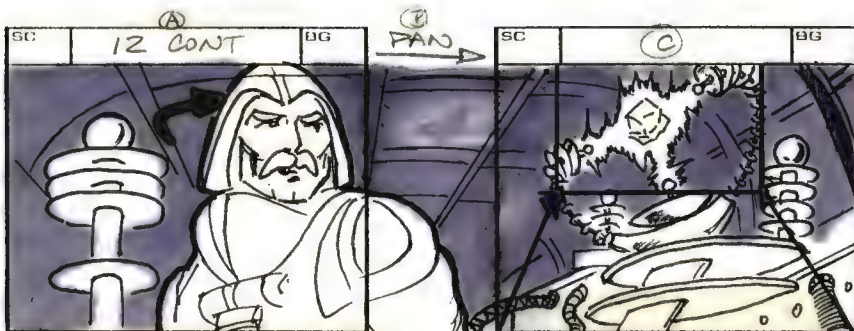
Originally Beast Man and Mer-Man were the villains, recruiting Trap Jaw during act 2.

Mer-Man tries to bribe Panthor with a fish in the script, to which Trap Jaw replies that Panthor does not like fish.

In the script Robby London revisits Trap Jaw's arm attachment problem seen in "Diamond Ray of Disappearance" when the villain attempts to attach a Freeze Ray with little success.

In the original plot, Burbie eats the piece of Eternium shortly after Trap Jaw has gained his magical abilities, rather than near his defeat.

An amusing scene had Trap Jaw emerge from the water and attach a blow dryer arm to stop himself from rusting.



MAN AT ARMS
(grim)
But there is now!

MAN AT ARMS (OS, con't)
Eternium, the most powerful substance
on the planet. This one piece has
supplied all our power for centuries.
Now watch...

TRIVIA

• Robby London wrote this script in reaction to talk of violence in Saturday morning cartoons and its use in children's television.

• In the earliest draft of the script, Chad was known as "Joshua."

• Mer-Man makes reference to Skeletor's Doom Buster, a ship we do not see for another thirty-eight episodes.

• To serve a couple of gags in the script, it is revealed that Mer-Man tends to leave a lot of seaweed behind.

• The script states that Burbie is a Fuzz-Bee.

• Chad's grandfather is referred to in the earliest version of the script as "Vince."

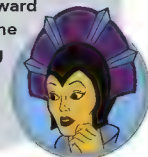
• Chad and Burbie would return in the episode "The Eternia Flower," which also features Chad's older brother Jonno.

• This episode is one of a few that were adapted into minicomics to accompany Masters of the Universe action figure releases. This one was titled *Double-Edged Sword*.

• The plot of this episode, in which a grandfather tries to make his grandson understand the danger of guns, would later be reused in the *BraveStarr* episode "To Walk a Mile."

• Some of the dialogue and scenes in this episode would also be reused, albeit with different characters, in the *BraveStarr* episode "An Older Hand."

• In the storyboards, Bob Forward describes his own design for the Scatter Ray as looking "something like a Mixmaster."



BONUS WIZARD OF WEAPONS: Robby London was clearly a fan of Trap Jaw, and in this episode he chose to give him not one, but two new attachments. The Dropper is by far one of the most amusing devices that Trap Jaw employs. From atop a cliff, it is used to lower Mer-Man toward the heroes. However, the cable snaps, causing Mer-Man to fall and Trap Jaw to quip, "No wonder it's called a Dropper!" The second attachment Trap Jaw employs is a Grabber. The Grabber is interesting in its appearance, because it is the closest the villain comes to possessing two hands in the series.



THE MYSTERY OF MAN-E-FACES

CAST Battle Cat, Beast Man, Cringer, He-Man, Kando, King Randor, Lara, Man-At-Arms, Man-E-Faces, Orko, Prince Adam, Queen Marlena, Ram Man, Skeletor, Sorceress, Squinch, Stratos, Teela, Zoar



MEMORABLE QUOTES

"I'd like to bring him a fast boot out the door!" [Lara is unimpressed with having Man-E-Faces as her "guest"]

"Hey! Put that down!" [Man-E-Faces objects to the way in which Lara angrily waves a large spoon at him]

"Watch who you're calling a squirt, half-pint!" [Squinch objects to Orko's description of the Widgets]



Although he was one of the original action figures, Man-E-Faces' character model was not designed until he was required for this episode.

SYNOPSIS While getting ready for a celebration, Prince Adam, Cringer, and Orko bump into Man-E-Faces, Eternia's greatest actor, who is due to perform at the party later that night. Man-At-Arms meets Man-E-Faces but knows little about the man, so Prince Adam decides to tell the story of how they came to know him.

For several nights Man-E-Faces, using his monster guise, had been terrorizing the Widgets, and one night he invaded their fortress, destroying the signal flare that enabled them to call for He-Man. The Sorceress, who had been observing the situation, flew to the Royal Palace in the form of Zoar, where she informed Prince Adam.

He-Man, Battle Cat, Orko, and Teela raced to the Widgets' fortress. After an intense battle with He-Man, Man-E-Faces was summoned aboard Skeletor's Collector, much to his and everyone's surprise. Orko and the Widgets suspected that Man-E-Faces was one of Skeletor's Evil Warriors,

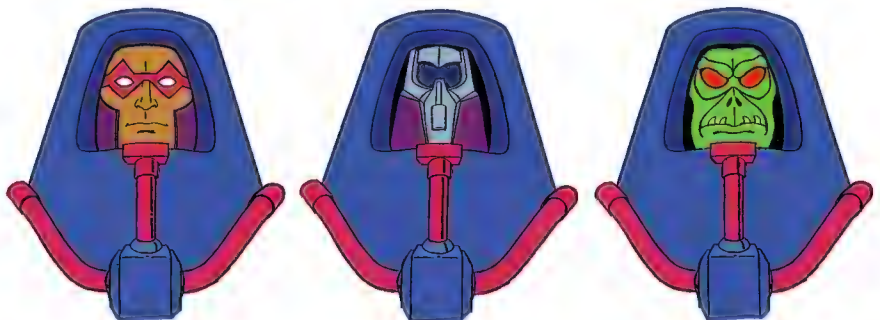
but He-Man had his doubts. The Sorceress appeared and confirmed He-Man's suspicions, implying that the stranger was terribly alone and afraid. Inside the Collector, Man-E-Faces showed no interest in siding with the Evil Warriors, but Skeletor had Beast Man use his mental powers to control Man-E-Faces' monster personality.

Skeletor attacked Castle Grayskull, but the Sorceress, sensing little evil within the stranger, managed to give Man-E-Faces his free will once more. He-Man and Man-E-Faces boarded Skeletor's Collector and wrecked it. Leaping free, the pair watched as the Collector fell into the abyss surrounding Castle Grayskull. The stranger agreed to stay with the heroes, and Orko gave him his moniker.

Back in the present, Man-At-Arms realizes that hearing the story has caused them to miss Man-E-Faces' performance. They race to the palace theater and catch Man-E-Faces receiving a thunderous round of applause.

MORAL ORKO. "Man-E... could you help me with a problem?" **MAN-E-FACES.** "Sure, Orko." ORKO. "I can never remember anything. How do actors learn their speeches?" **MAN-E-FACES.** "By rehearsing. We practice saying them again and again. Well, that's what you have to do. If you're trying to remember something from school, say it to yourself over and over again. Rehearse it in your mind just like an actor!" ORKO. "Say goodbye... Say goodbye... Say goodbye..." **MAN-E-FACES.** "What are you doing?" ORKO. "Oh, I'm trying to remember to say goodbye. Bye! It worked!"

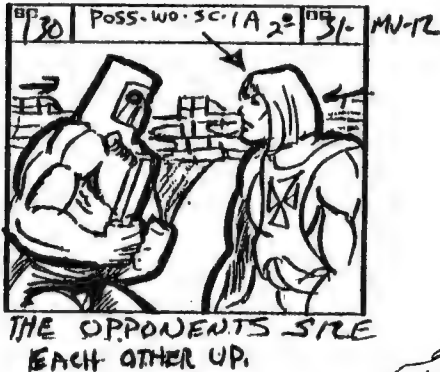
REVIEW One of the things this episode does really well is frame the origin story within an appropriate context. It is slightly hard to believe that Man-At-Arms was not around during the events of the flashback, but the story works well nonetheless. While the exploration of Man-E-Faces' character could have run deeper, he is well-rounded enough—scripted to be a tortured soul whom those around him fail to understand. There is some really nice, unique directing during this episode, although the attack on Castle Grayskull at the end comes across as a bit of an afterthought. Ultimately, Paul Dini writes an episode that is a thoroughly entertaining origin story for a character that gets little screen time. **6/10**



SAME/AS

We see Beast Man throw a grappling iron at the jaw-bridge of Castle Grayskull; originally this animation was used in "Diamond Ray of Disappearance."

He-Man's deflection of a blast, followed by Skeletor's ducking it, is the same animation of He-Man deflecting the Diamond Ray beam from "Diamond Ray of Disappearance."

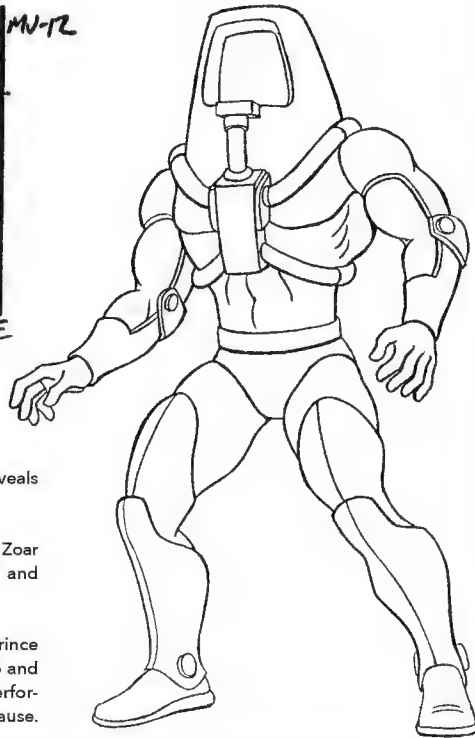


DELETED SCENES

The script indicates that after Man-E-Faces reveals his Orko face, the ears waggle happily.

The script originally broke continuity by having Zoar transform into the Sorceress in front of Teela and the Widgets.

During the final moments of the episode, Prince Adam was to look at Man-At-Arms and Orko and shrug after they have missed out on the performance. The three of them then join in the applause.



TRIVIA

- The title card of this episode features an accompanying musical score exclusive to this episode.
- This episode shows the Widgets' original signal flare cannon, which Man-E-Faces subsequently destroys.
- For the first time in the series, we see the secret location where Prince Adam keeps the Sword of Power during the night: behind his bookcase.
- In the final crowd shot, we can see King Randor and Queen Marlena; the Sorceress with Ram Man and Stratos; Teela, next to a very regal gentleman; and Lady Edwina from "Creatures From The Tar Swamp."
- Man-E-Faces would not appear in the series for another thirty-seven episodes.
- Vic Dal Chele, the storyboard artist for this episode, had his likeness illustrated into the very first episode of *The Transformers*. He and his colleague (based on Filmation storyboard artist Dave Russell) are the first two humans to meet a Transformer when Ravage confronts the pair of workers.



Left: Man-E-Faces was animated from angles that made him appear to be a giant because of his many interactions with the Widgets.



THE REGION OF ICE

CAST Beast Man, He-Man, Ice Lord, King Randor, Man-At-Arms, Orko, Prince Adam, Queen Marlena, Skeletor, Slush, Snowflake, Teela, Trap Jaw



MEMORABLE QUOTES

"You're beginning to sound like Cringer." [He-Man is critical of Orko's mood].

"Which is which?" [Snowflake has trouble associating the names of He-Man and Orko with their appearances].

"All we have to do is walk out." [He-Man has faith in an easy exit from Snake Mountain].

"Beast Man, is this supposed to be funny?" [Skeletor is bemused as Beast Man approaches with a cauldron over his head].

"Never thought I could eat that much rope." [The details of Trap Jaw's impossible escape are best left to the imagination].

SYNOPSIS King Randor, Queen Marlena, Prince Adam, Man-At-Arms, Orko, and Teela are on a skiing vacation in the Ice Mountains. One by one, they suddenly disappear. Orko, the only one left, discovers a tunnel leading to an underground frozen cavern.

He finds his friends imprisoned in blocks of ice by the Ice Lord, the ruler of the Region of Ice. The Ice Lord reveals that he has never seen He-Man, inspiring Orko to turn his wand into a sword and approach the Ice Lord, pretending to be the most powerful man in the universe. Having passed the Ice Lord's test, Orko listens as he explains that Skeletor is holding his daughter, Snowflake, captive and demanding the Royal Family in exchange for her freedom. Orko asks if he can take Prince Adam back to the surface so that they can rescue Snowflake, in return for the release of the Royal Family. Back aboveground, Prince Adam transforms into He-Man, and he and Orko head toward Snake Mountain.

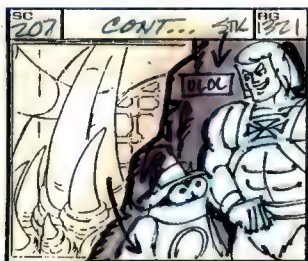
Once there, the heroes decide to enter through the mouth of the snake, where they encounter Trap Jaw. After defeating Trap Jaw by binding him with rope and leaving him hanging from the mouth of the snake, He-Man and Orko locate the imprisoned Snowflake. Beast Man, who also encounters the heroes, is quick to report back to Skeletor.

As He-Man, Orko, and Snowflake attempt to leave Snake Mountain, the entire lair begins to shake. Confronted by the villains, He-Man realizes that Snake Mountain is coming to life and that the snake's mouth is closing. Snowflake creates a sheet of ice beneath Skeletor and Beast Man as He-Man throws the still-bound Trap Jaw toward them. Defeated, the villains helplessly watch as He-Man and his friends escape from their clutches.

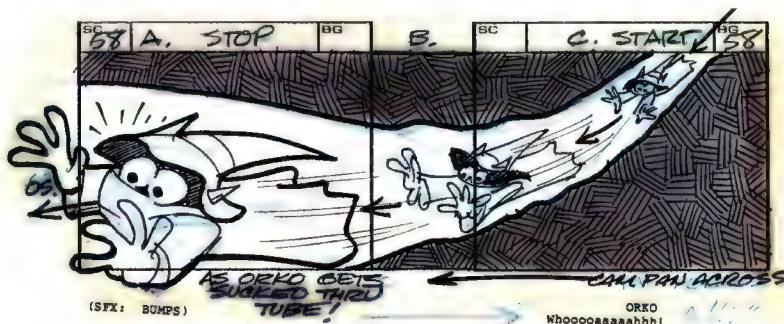
As promised, the Ice Lord frees the Royal Family, and Snowflake thanks Orko with a kiss.

MORAL MAN-AT-ARMS. "Orko certainly helped us out in today's adventure. And he learned a good lesson, too. He made a promise to the Ice Lord he thought he could break. But Adam showed him you shouldn't make a promise knowing you're not going to keep it. People judge you by many things—your appearance, your honesty, the way you act—those things show your character. When you make a promise and don't keep it, it shows bad character. So, always think before you speak and mean what you say. That way what you say will be respected. See you again soon."

REVIEW From the moment He-Man and Orko enter Snake Mountain, this episode shines, as the pair are played like a comedy double act; in their dialogue, they wonderfully play off one another. Each and every action scene at Snake Mountain is cleverly thought out, with the villains given scenes just as entertaining as the heroes'. Patrick Duncan succeeds in crafting a story that effortlessly weaves action and comedy together with some terrific moments of character interaction. While He-Man and Orko are the true stars of this episode, even Snowflake seems to be enjoying herself. An episode that relies this heavily on physical comedy should not work, but this one does. Better than most. **3/10**



HE-MAN
C'mon, Orko. Now the fun starts.



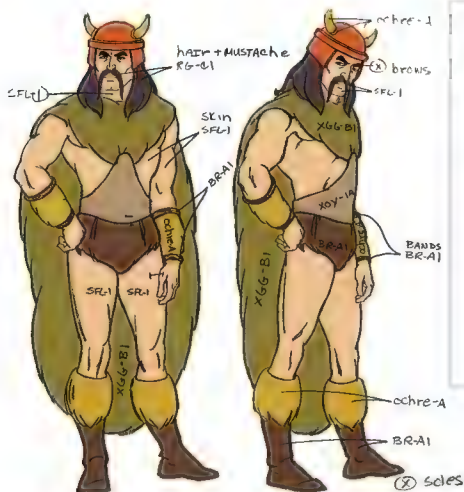
(SFX: BUMPS)

ORKO
Whoooooaaaaahhh!

SAME/AS

The design of the creature Slush would be reused for an Ice Spider in "Battle of the Dragons."

The animation of Trap Jaw excitably snapping his jaw would later appear in "The Great Books Mystery."



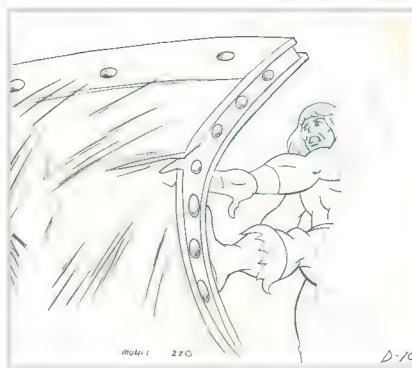
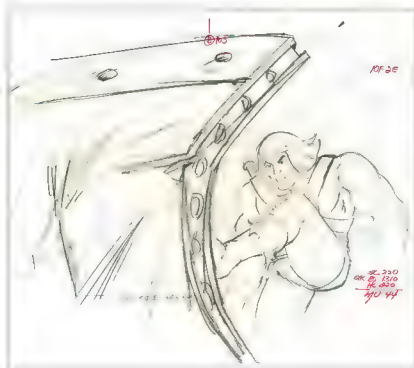
Above: An expressive Orko wields his own sword when challenging the Ice Lord.

DELETED SCENES

In the script, when Prince Adam is captured by the Ice Lord, he has made no attempt to transform into He-Man, and thus the Sword of Power remains sheathed.

A removed scene had Snowflake create an icy path down the back of the snake of Snake Mountain. He-Man then slides down with both Snowflake and Orko in his arms.

Oddly, in the script, Snowflake is close to freeing herself when He-Man and Orko arrive.



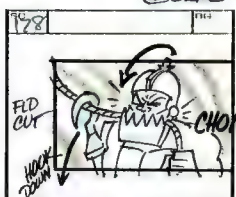
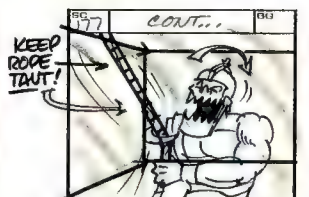
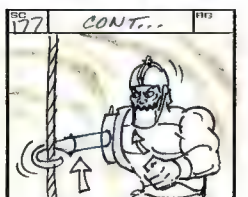
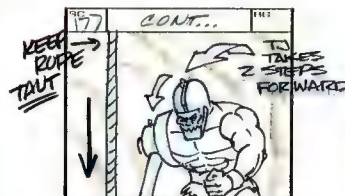
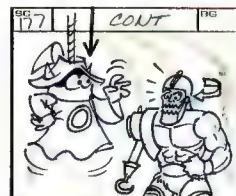
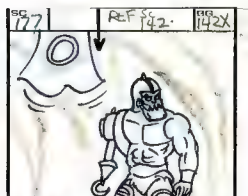
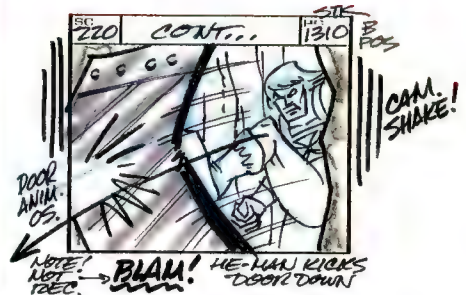
TRIVIA

- When Prince Adam falls through the trapdoor, he is about to transform into He-Man with his sword in his left hand—the wrong hand.
- The Ice Lord, as well as his daughter Snowflake, are described in the script as having blue skin.
- We see the background transition from the light side of Eternia to the dark side as He-Man and Orko fly the Wind Raider toward Snake Mountain.
- When Skeletor complains about the Ice Lord's snow interference on his monitor, it is a gag referring to the fact that the interference on a television set is often called "snow."
- If you look at Man-At-Arms during the moral segment, you will notice that he is standing in front of a hanger, making it appear as if he has antennae.



BONUS ENTERING SNAKE MOUNTAIN:

SNAKE MOUNTAIN is given a lot of screen time in this episode, most memorably when the heroes enter and exit through the mouth of the snake. As the heroes attempt to leave Snake Mountain, Skeletor pulls a lever, and the mouth of the snake closes.



Rich Chidlaw's storyboards for this episode were detailed and amusing.



ORKO'S MISSING MAGIC

CAST Battle Cat, Cringer, He-Man, King Randor, Man-At-Arms, Orko, Prince Adam, Queen Marlena, Sorceress, Teela, Tik Tok, Zalt



MEMORABLE QUOTES

"Magic is tricky stuff . . . Hey, 'tricky' stuff. Pretty funny, huh?"

[Orko's "joke" causes Man-At-Arms to wince]

"Orko, I hope he doesn't want my sword!"

[He-Man's use of reverse psychology on Zalt actually works]



SYNOPSIS In his bedroom in the Royal Palace, Orko is casting a spell, hoping to unleash the power hidden in the Magic Crystal and increase his own magical abilities. A Gronk and a Squink, two tiny creatures, sneak into the room and begin hopping about. The Gronk accidentally knocks Orko away from the Magic Crystal and disappears, causing an explosion. Later it becomes apparent that Orko has lost all of his magical abilities, prompting Prince Adam, Cringer, and Orko to visit Castle Grayskull.

The Sorceress informs the heroes that the Gronk absorbed all of Orko's powers and was drawn into one of the other worlds that the Magic Crystal touched. Within moments the Sorceress creates a dimensional gate for them to travel through—a gate that will only last a short while.

Arriving in the other dimension, He-Man, Battle Cat, and Orko meet a two-headed, four-armed wizard called Tik Tok, who explains to them that they are now on the planet Omiros. The heroes learn that Orko's

power is being channeled by an evil wizard named Zalt, who now rules over their planet and lives in Castle Ackle. Tik Tok is able to send the heroes to the villain's lair, where they encounter a giant. He-Man effortlessly defeats the giant, and they enter Castle Ackle.

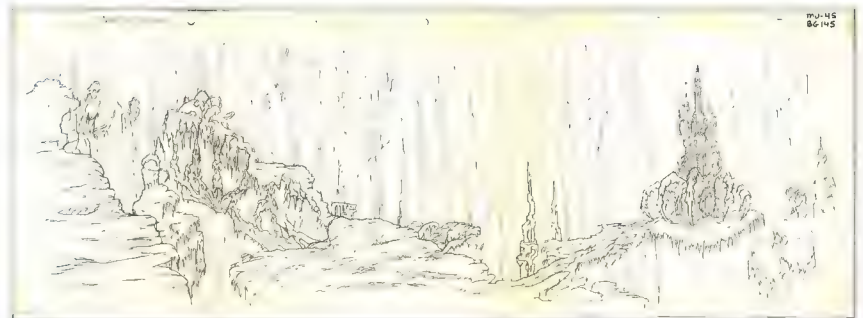
Almost immediately they are captured by Zalt, the four-armed wizard seeking even more power. He-Man tricks the wizard into taking the Sword of Power, and then calls upon the power of Castle Grayskull, shocking Zalt. After dueling with Zalt's mechanical robot Mechacats, Orko scoops up the Gronk, and the heroes head back to the dimensional gate. He-Man battles Zalt, and Tik Tok inadvertently captures the evil wizard.

He-Man and his friends are unable to reach the dimensional gate in time, but Tik Tok, channeling the power in the Gronk, re-creates the portal, and the heroes step through.

Back at the Royal Palace, it becomes clear that the Sorceress has restored Orko's magical abilities.

MORAL **ORKO.** "I was really unhappy when I lost my magic. I was afraid that people wouldn't like me anymore because I couldn't make them laugh, or give them magic presents. And then Adam told me something." **PRINCE ADAM.** "You don't have to amuse people or give them gifts to be loved. You're a special person, Orko." **ORKO.** "And you know what? You're special! And you don't have to buy presents or be a clown to make people like you. That way you'll know that the friends you make are real friends. That they like you for yourself."

REVIEW This episode does not feature fantastic character development or memorable action scenes, but what it does well is craft an atmospheric tale, heavy on magic and mystery, and give the artists at Filmation an excuse to be truly creative. Ernie Schmidt's wonderful direction in this episode helps to bring Larry DiTillio's vision to life. The pacing of this episode is quite slow at times, but what that allows us to do is take in the wonders of Omiros. The story itself is good, and we get a sense that Orko's friends really do care for him a great deal. This may not be one of the best scripts, but it is easily one of the most visually interesting episodes of the series. **6/10**



Above: Sharon Rolnick's expressive layout artwork for this episode led to some visually striking moments of animation.

SAME/AS

The design of the blue creature that the Gronk pursues around Orko's room would be reused for the character Pooki in "Into the Abyss."

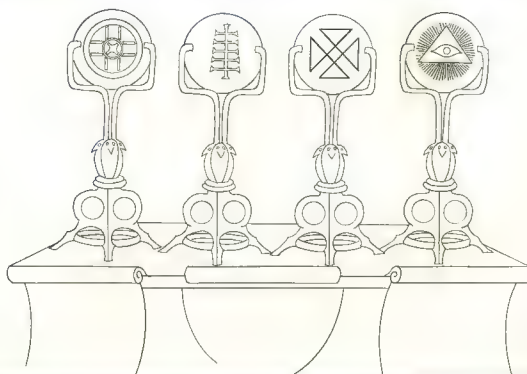
The Gronk would later show up as an Omiran in "Mistaken Identity."

The animation of the Sorceress creating the portal would later be used in the *She-Ra* episode "Loo-Kee Lends a Hand."

The lightning that Zalt summons inadvertently via the Sword of Power uses the same animation sequence that appears during the transformation.



Below: The Mystic Globes of RamaStama featured interesting etchings, including the All-Seeing Eye of the Illuminati, which is depicted atop the pyramid on a one-dollar bill.



TRIVIA

- The title card of this episode features an accompanying musical score exclusive to this episode; the music also continues into the beginning of the episode.
- The two-headed character of Tik Tok is voiced by both John Erwin and Alan Oppenheimer.
- When Zalt first appears, we see that he has six arms when he should only have four.
- This is the first time Orko completely loses his magic; the next time would be in "The Magic Falls."
- Storyboard artist Tom Sito illustrated his own designs for both Tik Tok and Zalt.
- The character of Zalt was known as "Galt" until the final script was produced.



DELETED SCENES

It is scripted that the audience should be shown the footage from earlier in the episode that resulted in the explosion via the Sorceress's magic window. To cut costs, Filmation went with a still image of the Gronk absorbing the magic.

In the script, the giant that guards Castle Ackle is described as only being twelve feet high. Fortunately, the artists made the giant much taller.

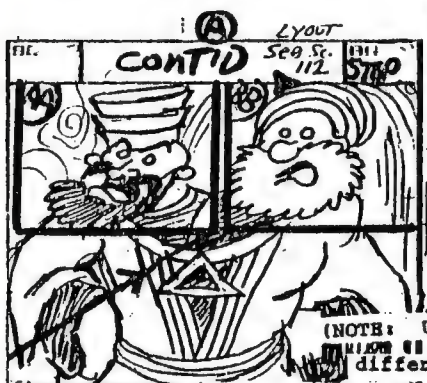
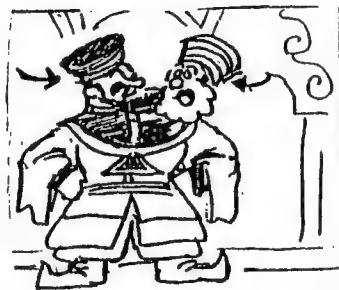


TIK & TOK - STORY BOARD SUGGESTIONS

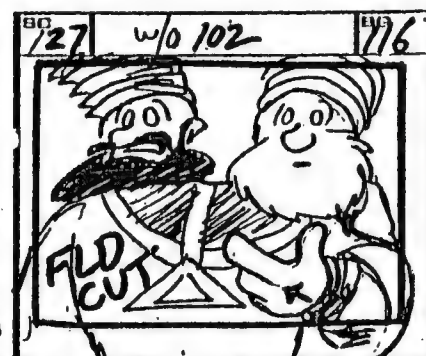


TIK & TOK
IS A FOUR
ARMED
CHARACTER

ARMS can be kept AT
TWO AND TWO MORE CAN SHOOT
OUT AT KEY MOMENTS TO
ACCENTUATE ANTIMCS



There will be small
zip pans between
the heads to
accentuate their
speech pattern.
Therefore, regardless
of design there
should be a solid
difference
in design
or color
to avoid strobe.



TIK/TOK concepts
from - STORYBOARD

Tom Sito not only created the design for Tik Tok,
but he also suggested how the character, with
his two heads and overlapping dialogue, could
be directed onscreen.

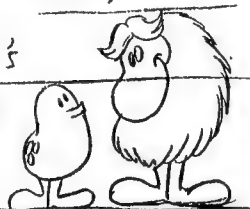


AS HE MAN SHAKES ONE OF TIK'S HANDS
ANOTHER APPEARS FOR HIM



HE MAN GRASPS BOTH IN HANDSHAKE
BUT TWO MORE BECOM PLAYFULLY

MU-45 - CHARACTER SUGGESTIONS FROM STRYBD
A GRONK - ANOTHER SMALL CREATURE
THAT INHABITS THE CORNERS OF ORCO'S
ROOM. PURSUES THE SQUINK, NOT SO
MUCH TO ATTACK, AS TO PLAY.
THE ONLY DESCRIPTION IN MU-45:



5/2/83

GRONK DOESN'T ALWAYS
SHOW LEGS - TENDS TO
BOUNCE RATHER THAN
WALK -

HE MAN
A small animal, about this big.

CLOSE ON TIK

TIK
With fur and spines down its--

CLOSE ON TOK

Back? TOK

I personally REGARD THE SPINES AS
SUPERFLUOUS AND HANDLED IN THE IRREGULAR
NATURE OF THE BACK.

NO LIP SYNC - JUST AN
OCCASIONAL "GROONK."
MORE EXPANDED ROLE
THAN THE SQUINK.
(HE GETS CAPTURED
BY THE BAD GUYS!)



Tom Sito's humorous designs for the characters of the Gronk and the Squink.

Tom Sito
from
STRYBD

ETERNAL DARKNESS

CAST Battle Cat, Cringer, Darkdream, Evil-Lyn, He-Man, King Randor, Man-At-Arms, Orko, Prince Adam, Queen Marlena, Sorceress, Stratos, Tavor, Teela, Zoar

SYNOPSIS Prince Adam is having a nightmare in which he and Cringer are being pursued by Slime Monsters. When he wakes up, Cringer reveals he had the same dream. They both realize that Slime Monsters have not existed on Eternia since Darkdream was imprisoned. It soon becomes apparent that all in the Royal Palace have had nightmares, and both King Randor and Man-At-Arms saw visions of Darkdream in their sleep.

In the Chamber of Darkness, Darkdream demands his allies Tavor and Evil-Lyn shroud Eternia in darkness, so he can walk the planet again. Meanwhile, Prince Adam, Man-At-Arms, and Teela ponder over Darkdream's sudden return. Orko's sensitive hearing reveals to the others that explosions in the Crimson Valley, which is close to the Chamber of Darkness, have been going on for days.

Prince Adam and Teela fly out to investigate, but during the flight Teela falls under the spell of Darkdream, and He-Man must make an appearance and save her. At the

same time, Tavor and Evil-Lyn unleash a spell that causes an eclipse of Eternia's sun. With the eclipse in place, Darkdream is able to finally escape and prepares to attack Castle Grayskull.

At the Royal Palace, Man-At-Arms realizes that the moon is heading on a collision course with Eternia, prompting the heroes to head to Castle Grayskull. Meanwhile, the Sorceress (in the form of Zoar) and Stratos are captured by Darkdream's Netherbats outside of the castle.

Man-At-Arms alerts Darkdream to the impending collision, causing Darkdream to become enraged with Tavor. Evil-Lyn departs. The heroes realize that the only thing powerful enough to send the moon back is the volatile explosive Nodroxyn. He-Man is able to fill a boulder with Nodroxyn and hurl it at the moon, where it explodes. The moon's shift allows sunlight to return to Eternia, causing Darkdream and his cohorts to vanish.

MORAL TEELA. "In today's story, I had a bad dream. You know, bad dreams or nightmares happen to everyone. And they can seem pretty real. But they aren't. They're no more real than any make-believe story or fairy tale. So don't be ashamed or afraid of telling anybody about your dreams. It happens to all of us. And like so many other things, talking it over with your mother or your father, or maybe even a good friend, can make you feel a whole lot better. Bye for now, and . . . pleasant dreams!"

REVIEW From the inclusion of Darkdream, one of the series' greatest villains, to the dramatic threat of the moon on a collision course with Eternia, there is nothing predictable or boring about this story. We get a real sense that the heroes are actually worried about the events unfolding during the course of the episode. The story is paced to perfection, effortlessly intercutting between the heroes and villains. The fact that the climax of the episode takes place at Castle Grayskull is a wonderful surprise and helps emphasize the strength of the writing. From the story, to the cast, and even to the dimmed lighting during the second act, everything about this episode feels fresh. **7/10**

MEMORABLE QUOTES

"Orko can hear a pin drop in the Tanglewood Forest." [Man-At-Arms reveals much about Orko]

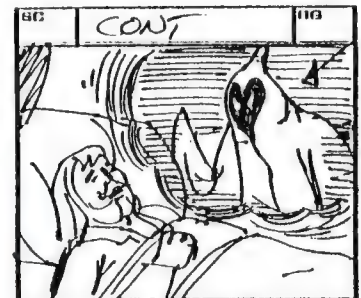
"The last time you cast a spell, Tavor, the Banshee Jungle turned into a desert." [Darkdream doubts Tavor's abilities]

"Eternia will be lost in eternal darkness!" [Evil-Lyn enjoys referencing the title of the episode]

"I asked for an eclipse . . . not a collision!" [Darkdream realizes his doubts about Tavor were well founded]



Left: Although Prince Adam was animated in his pajamas, a bed sheet was placed over him, hiding this amusing visual.

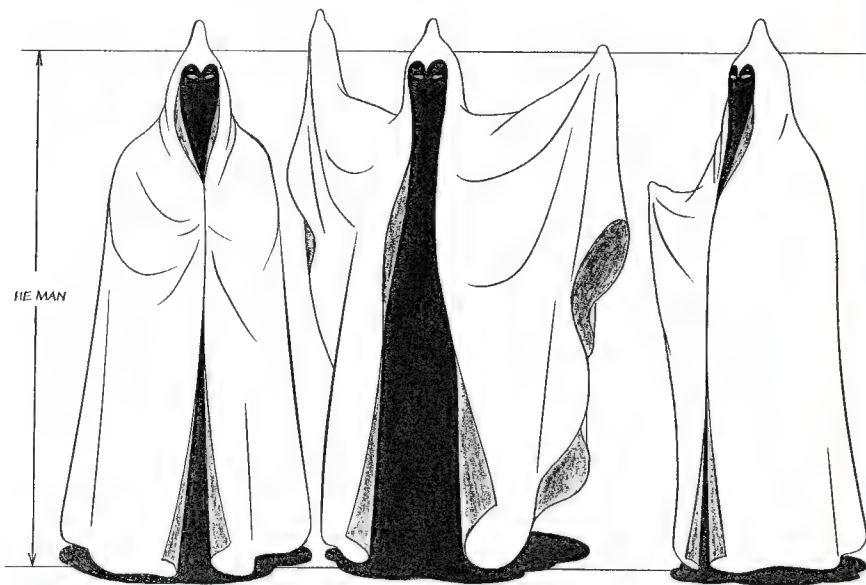


KING (con't)
You were banished, Darkdream.

SAME/AS

The animation of Orko just after Man-At-Arms speaks about the Trollan's acute hearing was previously used in "Disappearing Act" shortly before he and Cringer enter the Time Corridor.

As Prince Adam and Teela run through the palace to the Sky Sleds, we see the photon-cannon weapons from "Reign of the Monster."



DELETED SCENES

At the beginning of act 2 in the script, He-Man uses a nearby log and boulder to create a seesaw device that propels him onto Teela's Sky Sled.

In the long shot of Prince Adam ready to transform into He-Man, he was originally going to reach for the sword. Instead the camera cuts to the familiar close-up to start the sequence.



DARK DREAM

Left: The near-final concept illustration of Darkdream reveals a very different design.



Right: A beautifully illustrated Zoar the falcon plays a prominent role toward the end of the episode.



TRIVIA

- This episode was loosely based on the Filmation script premise "Eclipse on Eternia," in which Skeletor creates an eclipse, prompting He-Man to rearrange the planets.

- Darkdream's initial design was far less threatening. He possessed a nearly comical grimacing face and sported a traditional wizard's robe.

- This is one of two times in the series that we see Man-At-Arms without his helmet.

- This episode reveals that Orko has very special (and convenient) hearing that enables him to hear across great distances.

- When Prince Adam transforms into He-Man the first time, his "By the power of Grayskull" dialogue is out of sync.

- In this episode there is one moon over Eternia, which would be corroborated by "Jacob and the Widgets." However, it would be contradicted by "The Shadow of Skeletor," "Into the Abyss," and the *She-Ra* episode "He Ain't Heavy."

- This episode perfectly highlights the secret that Zoar and the Sorceress are one and the same (though the Sorceress does transform into Zoar directly in front of Stratos).

- When Prince Adam transforms into He-Man during the eclipse, you can see that he is in fact standing in front of Castle Grayskull when the camera pans up toward the sword.

- Due to the less-than-perfect quality of TV broadcasts, this episode was nearly impossible to watch from the eclipse onward until its appearance on DVD.



KEEPER OF THE ANCIENT RUINS

CAST Battle Cat, Cringer, He-Man, Man-At-Arms, Orko, Prince Adam, Professor Smallen, Sorceress, Teela, Trap Jaw

SYNOPSIS In the Ancient Ruins, within the Sands of Time desert, Man-At-Arms and Professor Smallen search for artifacts. Smallen shows Man-At-Arms a book he has discovered and determines it is the Book of Ancient Eternia. Smallen contacts Teela via the radio and asks to connect with the Lango Computer to translate the ancient language. Just as Professor Smallen begins reading, an explosion is heard. Zactons, thousand-year-old robots, surround Man-At-Arms and Smallen.

Cat upon realizing that Teela is injured. At He-Man's request, the Sorceress sends a winged messenger to help Teela. He-Man and Battle Cat race to the Ancient Ruins but find they have to battle the fury of the storm.

Shortly before the heroes arrive at the Ancient Ruins, both Man-At-Arms and Professor Smallen are frozen in time by the Zactons. When He-Man finally arrives, Man-At-Arms has been unfrozen and is attempting to fix Kappa, one of the Zactons, who was injured during their pursuit of Man-At-Arms.

Trap Jaw arrives at the Ancient Ruins with Teela now his prisoner. He and He-Man clash until Battle Cat scares the villain away. He-Man catches Trap Jaw, and a Zacton freezes him in time. With that, Professor Smallen is unfrozen, the heroes repair Kappa, and the Zactons show much gratitude to their new allies.

At the Royal Palace, Teela panics in the radio room and decides to fly out in order to help her father and Professor Smallen. Prince Adam and Cringer join Teela, but the Wind Raider they are aboard encounters a storm that knocks them out of the skies. At Snake Mountain, Trap Jaw notices the Wind Raider crash and decides to investigate.

Awakening in a cavern, Prince Adam and Cringer transform into He-Man and Battle

MORAL HE-MAN. "Today we saw Professor Smallen find a great treasure. It wasn't gold or jewels, but something even more precious . . . knowledge. There are many places to find knowledge, and one of the easiest and best is a museum. Museums are storehouses of knowledge where you can see and learn all sorts of fascinating things. There's probably one close to you, so pay a visit. Remember, knowledge is power. And you can get the power."

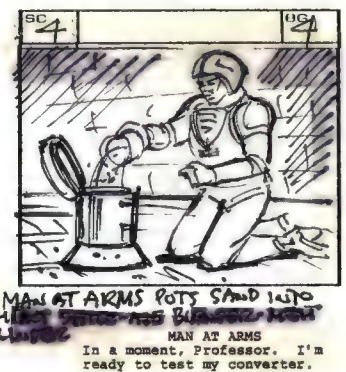
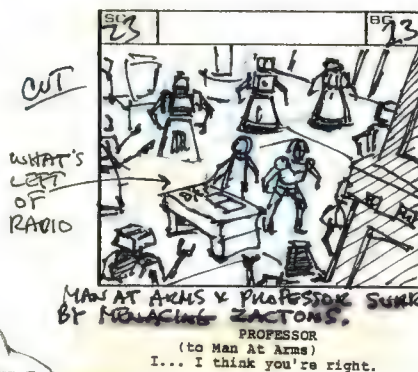
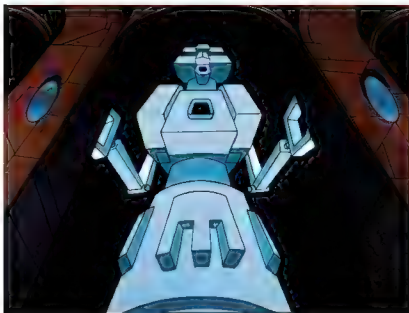
REVIEW This episode starts off with a great deal of promise, but at some point it all starts to fall apart. The pacing of the story seems to be all over the place, specifically in the scenes with the Zactons, which are so drawn out they quickly become dull. Many of the scenes during the middle of this episode seem incredibly tedious, and Trap Jaw's inclusion is probably one of the most unnecessary appearances of a villain in the series, as he serves little purpose. The only memorable moment during this episode is the scene in which Teela is hurt, Prince Adam transforms into He-Man in front of her, and we see a large mythological bird come to her aid. For this one brief moment, the episode captivates us. 5/10

MEMORABLE QUOTES

"We are not impressed. We are Zacton computers. We do not drink or eat." [Alpha is unimpressed with Man-At-Arms' latest scientific invention]

"Really, Adam. I haven't got the stomach for it today." [Cringer pleads once more not to be transformed into Battle Cat]

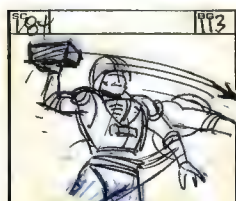
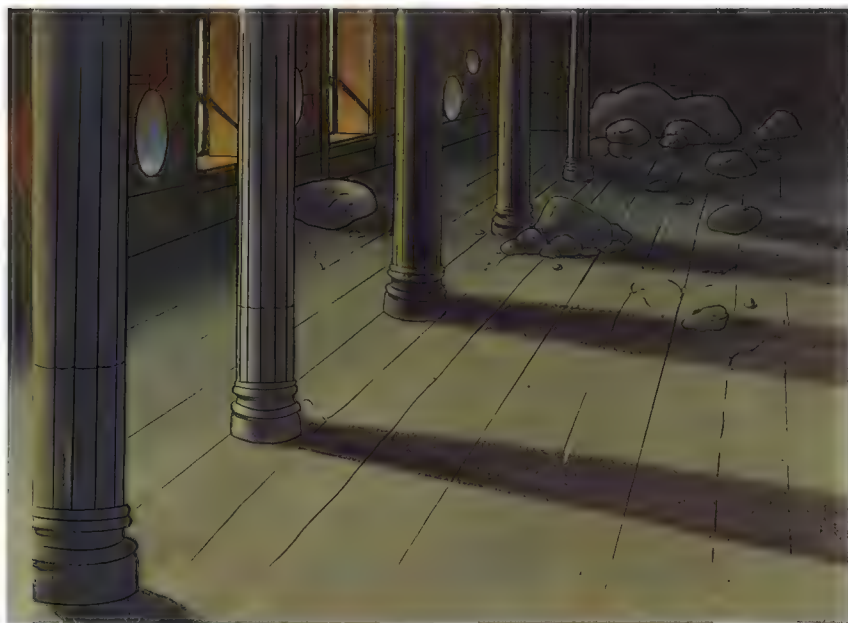
"Help me, Sorceress. I need the wisdom of Grayskull now. Wisdom that matches my strength!" [He-Man calls out in the hope of helping an injured Teela]



SAME/AS

The setup of Man-At-Arms fixing Kappa with the other Zactons around him would oddly appear in the moral for "Teela's Trial."

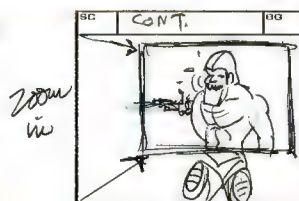
The first few frames of He-Man attempting to strike Trap Jaw are based on a piece of animation from "Ordeal in the Darklands."



MAN AT ARMS
As he hurls a brick at Trapjaw.



TRAPJAW
Catches the brick in his gaping jaw and gulps it down!

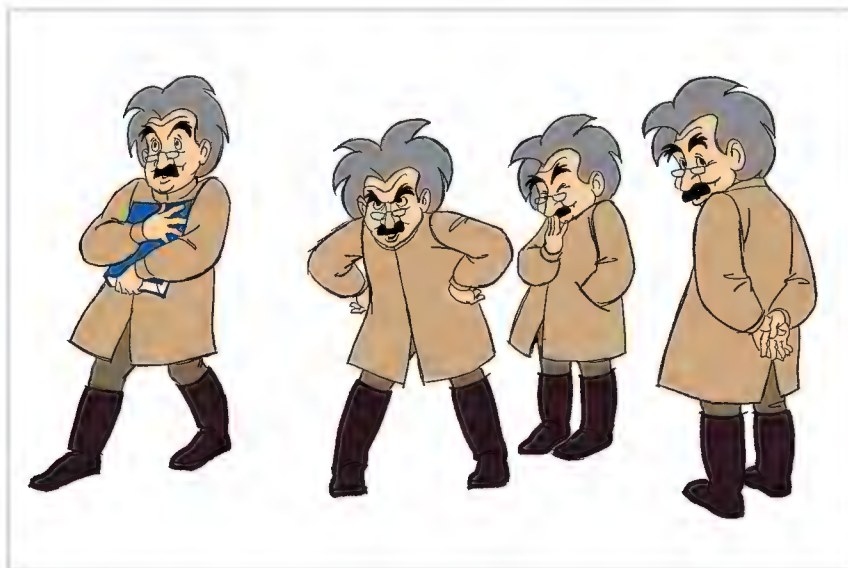


TRAPJAW
Geeeee, good! Got any more?
(Laughs)

DELETED SCENES

In the original script, after Prince Adam has transformed into He-Man, he frees himself first and then points the Sword of Power at Cringer.

When Trap Jaw appears in the Ancient Ruins, he immediately blasts one of the Zactons. This scene was removed from the episode.



TRIVIA

- The episode's title is incorrect, as the script and the plot of the episode indicate that it should be "Keepers" and not "Keeper."

- The opening of this episode is a prime example of Filmation using expositional panning shots to cut costs. It is precisely one minute until we actually see a character onscreen.

- Professor Smallen would later appear in "The Great Books Mystery," still voiced by John Erwin, but more gruffly.

- In the storyboards, Professor Smallen, rather amusingly, sports a bow tie.

- The names of the three main Zactons are Alpha, Beta, and Kappa. Sigma is also mentioned very briefly.

- This episode presents us with the most realistic version of the transformation sequence, without the image of Castle Grayskull or the stormy background behind He-Man and Battle Cat.

- During the transformation, Battle Cat does not perform his entire roaring sequence. This is only one of two times in the series that this occurs; the other is in "House of Shokoti" Part 1.



Left: Professor Smallen's model sheet depicts the humorous and bumbling nature of the character.



RETURN OF EVIL

CAST

Aremesh, Battle Cat, Beast Man, Cringer, Evil-Lyn, He-Man, King Randor, Man-At-Arms, Orko, Prince Adam, Queen Marlena, Skeletor, Sorceress, Teela, Zoar

SYNOPSIS

Aremesh, an Electroid from Orko's home dimension, arrives at the Royal Palace intent on capturing the Trollan. Prince Adam, Man-At-Arms, and Teela attempt to protect Orko, but Aremesh proves to be too strong, overpowering them with ease. Aremesh reveals that he seeks something in Orko's possession, a fact which interests Skeletor in Snake Mountain, who watches the events at the palace unfold.

He-Man and Battle Cat confront Aremesh, but just as they are about to engage in full battle, Skeletor transports Aremesh to Snake Mountain. Skeletor vows to help Aremesh obtain the object that he desires in return for help conquering Eternia.

Skeletor, Beast Man, and Evil-Lyn arrive at the Royal Palace and hand an unharmed Orko back to the heroes, creating much suspicion. Skeletor makes a deal wherein He-Man will hand over the object that Aremesh desires, or else Skeletor will release Aremesh upon the palace.

At Castle Grayskull, the Sorceress reveals to He-Man that Orko is the guardian of the Dimension Sphere, a powerful artifact that has remained at Castle Grayskull since the Trollan's arrival on Eternia. He-Man, Battle Cat, the Sorceress, and Orko plan to set a trap in the Tar Swamp in order to trick Aremesh into returning to his own dimension.

Skeletor and Aremesh arrive at the Tar Swamp, both intent on owning the Dimension Sphere. The Sorceress and Orko manage to trick Skeletor into diving into a fake portal, but Aremesh does not go so easily. In a desperate effort to send him back to his dimension, He-Man picks up Aremesh, and the Electroid's power quickly robs He-Man of his mighty strength. He-Man uses his last moments of strength to throw Aremesh into the portal, just as Orko pops back out of it. Back at the Royal Palace, Orko is honored as a hero.

MORAL

TEELA. "Today Orko was being chased by an evil robot. Orko was very frightened. But in the end he overcame his fear and helped He-Man defeat the robot. All of us are frightened at one time or another, and it's nothing to be ashamed of. Fear is natural. It makes us aware of possible danger. Without fear, we'd wind up in all kinds of trouble. So never feel guilty because you're afraid. Listen to your fears—they'll help you stay out of trouble. Until later, bye now."

REVIEW

What starts off as an episode with a great deal of promise soon descends into bad character writing and poor staging. The mystery and threat that Aremesh presents are lost within seconds of his arrival. His design looks out of place in the series; it is as if he is a leftover from Filmation's *Groovie Goolies*. The regular cast are given some truly awful dialogue, and watching the Evil Warriors enter and exit the Royal Palace so easily soon becomes tiresome. The episode's most exciting scene, where it appears for one brief second that we are going to learn more about Orko, only ends up confusing us. Sadly, one of the series' most promising episodes miserably fails to deliver. **4/10**

Below: Tom Sito animated the very expressive sequence in which Cringer flees in fear of the lightning and thunder.



SAME/AS

He-Man's landing after leaping over Aremesh's blast would later be used in "The Problem With Power."

Skeletor's tumble into the Tar Swamp uses a sequence of Skeletor falling from "The Dragon's Gift."



DELETED SCENES

In the script Prince Adam only uses a shield to confront Aremesh and does not pick up the random sword.

A hilarious scene cut for time had Skeletor getting the last laugh on Man-At-Arms and Teela. After seeing Beast Man and Evil-Lyn fall down the trapdoor, Skeletor leaves, but not before blasting a hole in the palace wall and remarking, "Now you have an extra window!"

In the script Battle Cat does not trip Skeletor, causing him to fall over; instead, Skeletor accidentally walks into Battle Cat, who roars directly in Skeletor's face.

The dimensional gate that appears in the Tar Swamp was scripted to be projected onto the base of a large oak tree.

TRIVIA

- The beginning of this episode is very odd, showing Orko serving drinks at the Royal Palace—something we have never seen him do before.

- This episode, like "Dawn of Dragoon," refers to the fact that Orko is a very important being on his home planet of Trolla.

- Cringer's reaction to the lightning and comical run past the heroes was animated by Tom Sito.

- Electroids are also featured in the Trollan-based *She-Ra* episode "The Greatest Magic," but they appear to be vastly different.

- The character of Aremesh is voiced by John Erwin.

- Battle Cat laughs at Skeletor toward the end of the episode in a style not too dissimilar to Muttley's laugh from *Wacky Races*.

- When Skeletor is trying to locate Aremesh, he scans Eternia. In one of the scans we see the Evergreen Forest. As the camera begins to pan along the forest, we can see the unpainted part of the pan background artwork.

- Orko refers to his first appearance in the Tar Swamp, shown in "Creatures From The Tar Swamp."



This detailed concept sketch by Fred Carrillo shows Skeletor chasing Orko into the dimensional gate, which was originally depicted to appear within a large oak tree.



RETURN OF THE GRYPHON

CAST

Beast Man, Gryphon, He-Man, Man-At-Arms, Orko, Prince Adam, Teela, Thad, Trap Jaw



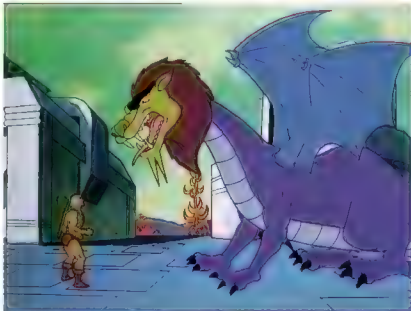
MEMORABLE QUOTES

"That's just great! If everyone in the village is stone deaf we might have a chance of getting out unnoticed!"

[Trap Jaw is furious at Beast Man's heavy-tooted breaking-and-entering tactics]

"There's your myth—in the flesh!" [Galen is quick to rebuke a fellow villager]

"That, Thad, is its rightful owner!" [Teela hastily alerts Thad to the Gryphon, owner of the jewel]



THE "JEWEL" POPS OPEN, REVEALING A BABY GRYPHON...
TEELA (VO)
That jewel -- was the Gryphon's egg!

SYNOPSIS In the dead of night, Trap Jaw and Beast Man sneak into Chandor Village at the command of Skeletor. They locate the Shrine of the Gryphon, and steal the Jewel of Protection. That same night the pair place the jewel within the grounds of the Royal Palace, confident that the Gryphon of legend will destroy the palace in order to retrieve the jewel.

The following morning Thad, a royal page at the palace who feels unimportant, discovers the Gryphon's jewel and is astounded by its beauty. Moments later Teela comments on the jewel and asks Thad his name, making him feel important.

The villagers in Chandor discover the missing jewel, and just as the legend foretold, the Gryphon appears, roaring with rage, and begins to destroy the village. He-Man battles the Gryphon and manages to overpower it with the help of a nearby mountain lake.

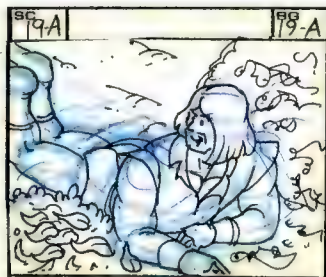
Back at the palace He-Man, Man-At-Arms, and Teela learn the legend of the Gryphon, and Teela realizes that Thad has the very jewel the Gryphon seeks. Upon learning this, Thad runs away, wanting to keep the jewel, with Teela in hot pursuit.

The Gryphon, sensing that the jewel is within the Royal Palace, attacks with fury but leaves just as quickly. The heroes realize that it is chasing Thad, who has left the palace grounds with the jewel. Teela locates Thad and convinces him that he does not need the jewel to be someone important. Seconds later the Gryphon arrives and sets fire to the forest. He-Man throws a mountain into a nearby lake, creating a mighty wave to douse the fires started by the Gryphon.

The jewel reveals itself to be the Gryphon's egg as a baby Gryphon emerges from it. Thad braves the dangerous floodwaters and saves the Gryphon's infant, proving that he is someone of worth.

MORAL MAN-AT-ARMS. "There was a really wonderful moment in today's adventure story." **ORKO.** "Bet I can guess what it was! It was when He-Man brought the water out of the lake!" **MAN-AT-ARMS.** "No, that wasn't it!" **ORKO.** "Well then, it must've been when He-Man lifted the whole top of the mountain!" **MAN-AT-ARMS.** "That was incredible—but that wasn't it, either!" **ORKO.** "Well, I give up." **MAN-AT-ARMS.** "The most wonderful moment was when Thad realized he must face his own responsibilities. In that one, tiny second, I saw a boy grow into a man!"

REVIEW What this episode does better than any other episode in the series is present life at the Royal Palace from a fresh perspective. The story of Thad is an interesting one, and throughout the episode it is easy to identify with him—especially with his frustration at not being noticed. However, Thad is not the only star of the episode. The Gryphon is one of the series' best monsters and carries many a scene, in part due to the beautiful animation. There are numerous moments of really good character animation throughout the episode, combined with small moments of good character writing. David Wise succeeds in crafting an episode in which the heroes are not the stars. **6/10**



ADAM LOOKS BACK...

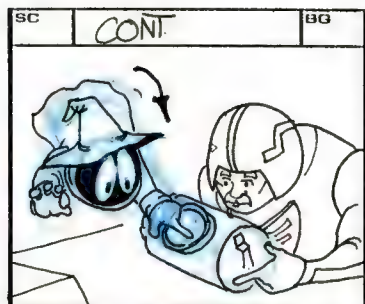


SAME/AS

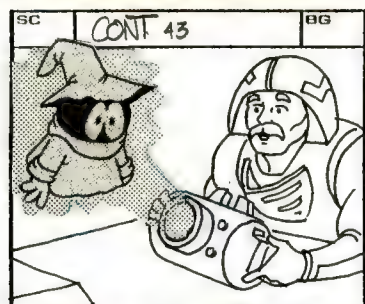
Thad's character model was previously used for Chad in "Double Edged Sword."

The Gryphon's character model is simply that of an Eternian dragon with a new head pasted on.

We see the Gryphon's tail strike a window ledge; this is actually the same animation setup as the dragon's attack on the Royal Palace in "The Dragon Invasion" but colored differently.



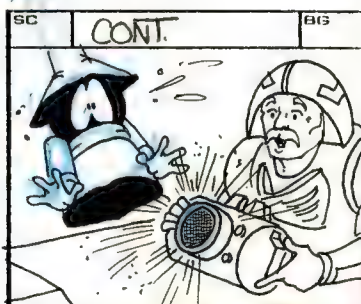
ORKO REACHES DOWN, TOUCHES IT...
ORKO Here's the problem! Your lens is all fogged up!



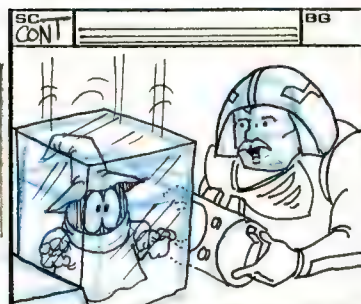
A RAY BEAM SHOOTS OUT AND STRIKES ORKO... HE TURNS BLUE WITH COLD.

The shot of the three towers exploding was previously used in "Diamond Ray of Disappearance" and "Quest for He-Man."

The animation of the tower falling with He-Man catching it and placing it safely on the ground would later be used in "Capture the Comet Keeper."



THE SCREEN GLOWS-THE PAIR TAKE MAN AT ARMS
Orko, don't touch that!



AN ICE CUBE FORMS AROUND THE IMP... IT DROPS ONTO THE TABLE!
SFX: **BANG!!!**

DELETED SCENES

In the script, act 1 ends with Man-At-Arms receiving a communication. The last line (regarding the Gryphon) is "It's heading straight for the palace!"

Originally Teela pursues Thad on a Sky Sled; having landed, she is subsequently cut off from it when the Gryphon sets fire to the forest.

The final scene of Thad and the group talking about heroism was originally supposed to take place in the Wind Raider.



TRIVIA

• David Wise wrote this episode to feature one of his favorite plots: the jewel that looks valuable but is really an egg.

• The character of Galen, an often-reused model design, looks a lot like the action figure of Eldor from the canceled toy line Powers of Grayskull, which was intended to follow Masters of the Universe.

• The Gryphon was voted by the storyboard artists as one of the "Worst Monsters" in their satirical Filmation Awards.

• Gwen Wetzler was the series' most prominent director, directing twenty episodes including this one.



BONUS THE POWER OF HE-MAN:

While fighting the Gryphon, He-Man hurls the creature into space, knowing that it will return, which it does. Later in the episode, He-Man impressively lifts an entire mountain and throws it into a lake, creating a large wave of water, which puts out numerous forest fires.



THE GRYPHON STANDS ATOP THE SMOLDERING RUBBLE...
SFX: **GROWL!**



TEMPLE OF THE SUN

CAST Battle Cat, Cringer, He-Man, Man-At-Arms, Nepthu, Orko, Prince Adam, Sorceress, Teela, Zoar



MEMORABLE QUOTES

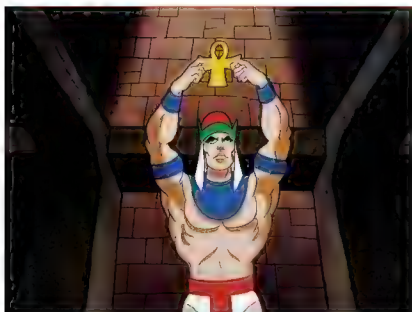
"After a lifetime of searching, the Sun Scarab is mine. And with it I, Nepthu, can rule Eternia! No, the whole universe!" *[Nepthu sets his sights beyond Eternia]*

"I'll make a deal with you. I'll go with you, but as Cringer. Maybe I can bring some common sense to this quest." *[Cringer successfully halts the appearance of Battle Cat by striking a deal with He-Man]*

"Strange wind condition. That was an understatement." *[Having fought a dust devil, Man-At-Arms questions the Attak Trak's earlier weather report]*

"Sorry about the wall, but you seem to be short a few doors." *[He-Man apologizes for crashing through Nepthu's wall]*

BONUS THE POWER OF HE-MAN: He-Man, while giving a "quick science lesson," rubs the Sands of Time at such a speed that the heat transforms the sand into glass.



SYNOPSIS A poor man named Nepthu limps across the Sands of Time in search of the Temple of the Sun. He finds the temple and, while wading through the treasures inside, comes across the Sun Scarab, a golden artifact with great power. Nepthu uses the Sun Scarab to transform into a powerful being intent on ruling Eternia.

Meanwhile, at the Royal Palace, Man-At-Arms decides to test his Communicators. He contacts Orko, who is at Castle Grayskull. The Trollan informs him that he is waiting for the return of the Sorceress, who is currently traversing the Sands of Time in the form of Zoar. Nepthu, basking in his newfound power, captures a falcon flying over the desert. The falcon is Zoar, and soon enough the Sorceress sends out a telepathic message to Prince Adam. Weak and exhausted, she reveals that she is being held at the Temple of the Sun within the Sands of Time.

Prince Adam transforms into He-Man, but Cringer refuses to become Battle Cat,

complaining that he always ends up in some kind of trouble. He-Man agrees, and Cringer and Man-At-Arms join him in the Attak Trak.

When they arrive at the Temple of the Sun, many obstacles created by Nepthu block their path, prompting Cringer's decision to become Battle Cat. At the Temple of the Sun, Zoar breaks free, but Nepthu stops the falcon by crystallizing her. He-Man and Battle Cat fail to find an entrance, so they make one themselves, crashing through a wall and confronting Nepthu. Nepthu reacts angrily and sends his large army of Sand Demons to attack He-Man. He-Man and Battle Cat defeat the monsters, and with the help of Man-At-Arms, destroy the Sun Scarab, breaking the spell on Nepthu.

At Castle Grayskull the Sorceress reveals that the evil in Nepthu was destroyed along with the power of the Sun Scarab, and that he now tends the flowers in the Evergreen Forest.

MORAL HE-MAN. "Today we met Nepthu, a man who wanted to become a leader, and became one. But Nepthu used his leadership for his own selfish glory, and in the end he got what he deserved. Being a good leader takes a lot of responsibility. But you must also be responsible when you follow a leader. Don't do something wrong or dangerous because someone tells you to. Think before you act. We can't all be leaders, but we can all choose what's right and wrong for ourselves."

REVIEW The plot of this episode is relatively simple. However, the fantastic character interaction between the heroes and the exciting and well-directed action scenes throughout the story help make it an instant hit. The episode effortlessly mixes mystery with drama and action with comedy. Patrick Duncan somehow manages to turn average scenes with a familiar cast of characters into some of the most memorable scenes in the series.

An episode in which Cringer can justifiably stop his transformation into Battle Cat with a logical and amusing argument has to be good. This episode is not one of the series' best, but it does have moments of high drama and laugh-out-loud comedy. **7/10**



SAME/AS

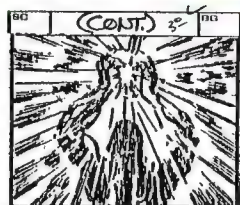
The animation of the junk crashing out of Orko's hat would be used once again in "Dree Elle's Return."

The Sand Demon design would reappear in various episodes, such as "Quest for the Sword," "The Witch

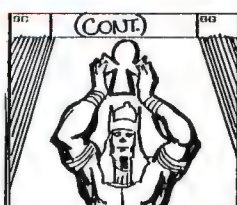
and The Warrior," and in force, but painted gray, in "Into the Abyss."



—AND HOLD SCARAB INTO
SUNLIGHT
NEPTHU (VO)
Oh, Scarab of Power, make
me strong.



BIG EPK FILL SCREEN



NOW TRANSFORMED —
NEPTHU
(triumphant)
Ba-ha-ha-ha! It worked! And it
is POWER!

DELETED SCENES

In a piece of removed dialogue, Cringer states that He-Man, as Prince Adam, probably hit his head hard and imagined he heard the Sorceress's call for help.

When the dust devil attacks the heroes, He-Man was to hold on to the Attak Trak to avoid being sucked into it as Man-At-Arms holds He-Man's feet.

Originally act 1 ended with Man-At-Arms warning He-Man and Battle Cat that the Giant Scorpion's tail is poisonous.

In a removed scene Nepthu demotes one of his Sand Demons from general to sergeant.

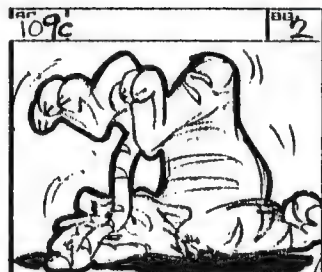
In the script, on two occasions Battle Cat agrees with He-Man by saying, "Roarrrrright!"



CRINGER
I have sand in my eyes, in my ears,
and... phut!... phut!... in my
mouth! I hate that!



BYE SPITTING SAND OS
LPT



CRINGER ON GROUND

Michael Swanigan's storyboards showcase an emotive Cringer.



TRIVIA

• If you look at the panning shot as Nepthu goes through the various treasures, in the background you can see a statue of Blackstar (from the Filmation *Blackstar* series), with his Starsword held aloft.

• Nepthu was originally supposed to look the same in his transformed state, acquiring only a wizard's robe and becoming slightly cleaner. However, the artists felt this was not threatening enough, and so they transformed him into an Egyptian-like warrior.

• Storyboard artist Michael Swanigan based Nepthu's look on the Marvel Comics character Rama-Tut.

• The original design for the Sand Demons had the creatures resembling walking piles of sand. They were shorter than He-Man, with stumpy arms and legs.

• When He-Man transforms Cringer into Battle Cat, he calls upon the power of Grayskull; other times he would say nothing, as in "A Beastly Sideshow" and "The Witch and The Warrior."

• The lightning effect that surrounds He-Man and covers the sword was actually used in a memorable promotional image for the show (minus the glow).

• This is the only time Cringer successfully halts the transformation as He-Man points the Sword of Power toward him.

• The objects from Orko's hat are as follows: a book of magic, a globe, a boot, a hat, and finally a goblet.

• This episode is one of a few that were adapted into minicomics to accompany Masters of the Universe action figure releases. This one was titled *Temple of Darkness*.

• The Temple of the Sun proved to be such a popular location that it appeared twice more in the series, in the episodes "The Great Books Mystery" and "Trouble's Middle Name."

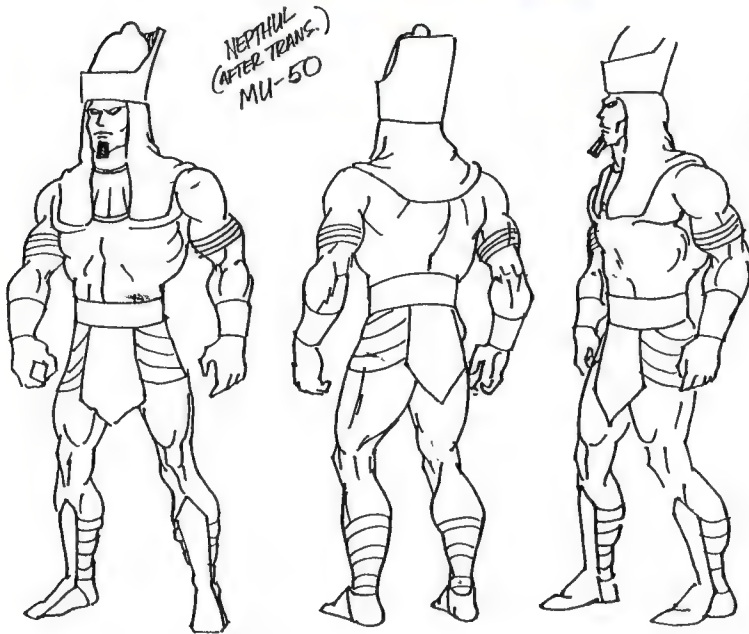
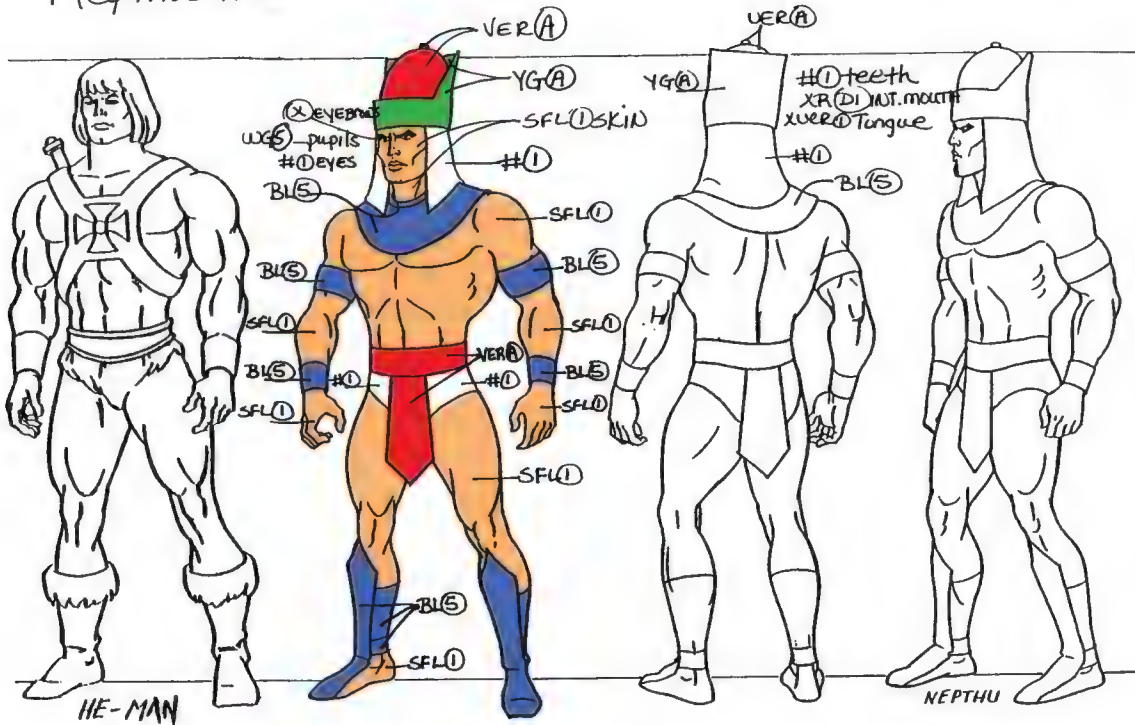


In this concept illustration Nepthu is shown crawling toward the Temple of the Sun, which is illustrated as a traditional pyramid.

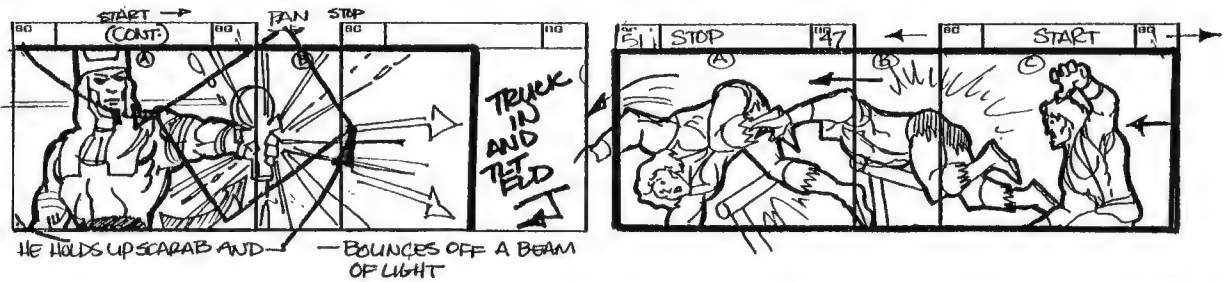


Initially it was conceived that Nepthu would simply wear a grandiose wizard's robe when powered by the Sun Scarab.

Neptha #2



Left: Michael Swanigan's suggested design for Nepthu was heavily based on the time-traveling *Fantastic Four* villain Rama-Tut.



CITY BENEATH THE SEA

CAST Battle Cat, Coral Creature, Cringer, He-Man, King Randor, Man-At-Arms, Mer-Man, Orn, Prince Adam, Princess Nami, Shelandor

SYNOPSIS At the Royal Palace, Orn, the Eternian Minister of Trade, informs King Randor and Man-At-Arms that six ships have disappeared in the last two weeks. Man-At-Arms talks about possible causes but is repeatedly interrupted by laughter in the hallway. He and King Randor investigate, only to find Prince Adam, blindfolded, chasing two giggling women down a corridor. King Randor admonishes his son.

Later, Prince Adam and Man-At-Arms are examining a remote-controlled ship's Sonoscope, a device for detecting objects deep down in the sea. Man-At-Arms wants to use the ship to investigate all the recent disappearances, and Prince Adam decides to join him. The two appear before King Randor, who is pleased by his son's responsible actions.

When Prince Adam, Cringer, and Man-At-Arms set off in the ship, they soon spot an underwater city on the monitor. A mechanical

spinning device emerges from the city and begins creating a whirlpool, forcing He-Man and Battle Cat to appear. The whirlpool pulls them underwater, where they find themselves inside Aquatica.

Mer-Man appears holding the Pearl of Power and uses its energy to bind the heroes. He-Man soon deduces that Mer-Man is using the pearl to control the Aquaticans' minds.

In an arena, Mer-Man tells the Aquaticans that the heroes took their Princess Nami and sends out the Lorbos, a giant lobster-like creature. After defeating the Lorbos, the heroes are saved by Shelandor, Aquatica's chief adviser, who has managed to break free from Mer-Man's control.

He-Man battles the Coral Creature that guards Princess Nami and returns her to Aquatica. Mer-Man attempts to destroy the city with the whirlpool device, but He-Man manages to save the city, ushering in peace between the Eternians and the Aquaticans.

MORAL MAN-AT-ARMS. "In today's story, the Aquaticans were afraid to trust us because we looked different from them. Mer-Man talked them into thinking we were their enemies, and it almost caused great harm. You should never judge a person by the way he looks, but rather by the way he behaves." **ORKO.** "Because it's what's inside a person that really counts. Right?" **MAN-AT-ARMS.** "Orko, you're absolutely right!" **ORKO.** "I always am!"

REVIEW The episode starts off with a great deal of promise as we see the strained relationship between King Randor and Prince Adam once more. But as soon as the heroes begin their voyage, only disappointment follows. There are numerous interesting story elements in this episode (such as the Pearl of Power) which are touched upon but never explored. The above-average action sequences, of which there are many, are what drive this episode along. However, after a while, the action sequences cannot sustain the story, and it soon becomes reliant on old formulas. This episode proves that great writers, like Larry DiTillio, do not always get it quite right. 4/10

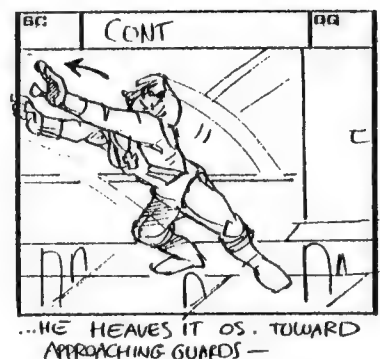
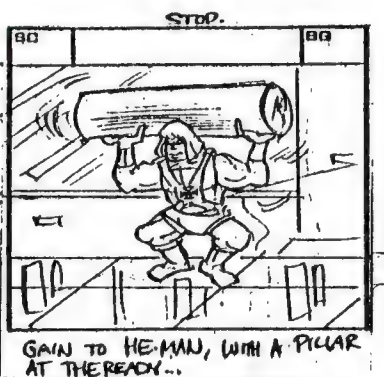
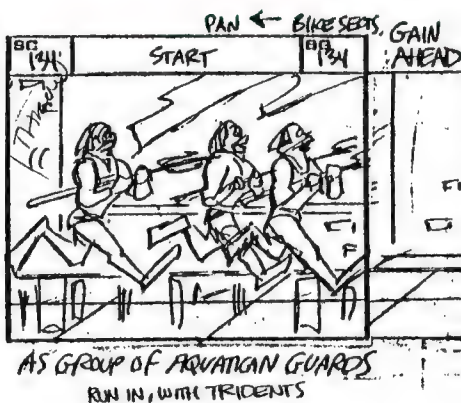


MEMORABLE QUOTES

"I think a prince should be ready to face danger to protect the kingdom." [Prince Adam's assertiveness pleases King Randor]

"Welcome to Aquatica, He-Man! I have some great things planned for your visit." [Mer-Man plays host to the heroes]

"That fish-faced liar! How can they believe him?" [Man-At-Arms insults Mer-Man, and by extension an entire arena full of Aquaticans]



SAME/AS

The ship that Prince Adam, Cringer, and Man-At-Arms board is the same one used in "Search for the VHO." This time, however, it is propelled by rockets.

The whirlpool animation would later be used in "Island of Fear." It can also be seen in "Quest for He-

man" when Cringer, Orko, and Ram Man enter the Crossroads of All Universes.

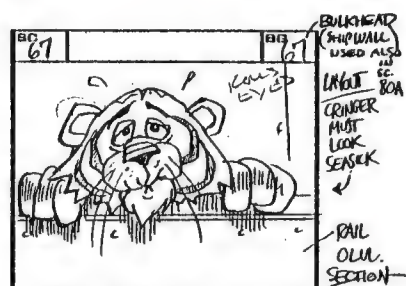
Princess Nami's character design was previously used for Celice in "Song of Celice" and Mira in "Ordeal in the Darklands."



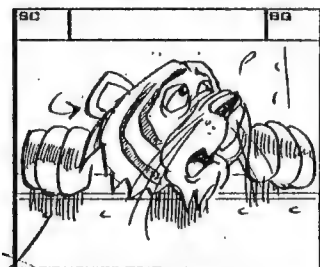
DELETED SCENES

Instead of using his sword, He-Man punches away the large aerial rudder that falls toward the helpless Man-At-Arms.

In the script, as the heroes make their escape from the arena, He-Man rips off a large steel door and uses it as a shield against the laser rays that rain down upon them.



PAUSE A BEAT ON THE MOTION-SICK CRINGER, BEFORE HE DELIVERS DIALOGUE...



CRINGER
It's worse.

Left: Tom Minton's storyboards show a seasick Cringer.



TRIVIA

• This episode was loosely based on the Filmation script premise "Alkaya, City in Glass," in which the evil Masters of the Universe overthrow an undersea kingdom.

• Larry DiTillio did not want to write this episode initially, as he felt that underwater episodes spoiled the mythos.

• The two women that Prince Adam plays with are seen once more in the episode "Pawns of the Game Master," where they are equally as flirtatious.

• In one scene Alan Oppenheimer performs his Mer-Man voice for Battle Cat (when he says "Nice job" to Man-At-Arms).

• The scene setup with Princess Nami trapped in a glass cage in an underwater cavern with a monster in the water nearby is the same as in "Search for the VHO," in which Teela was trapped in a glass cage in an underwater cavern with a monster in the water nearby.

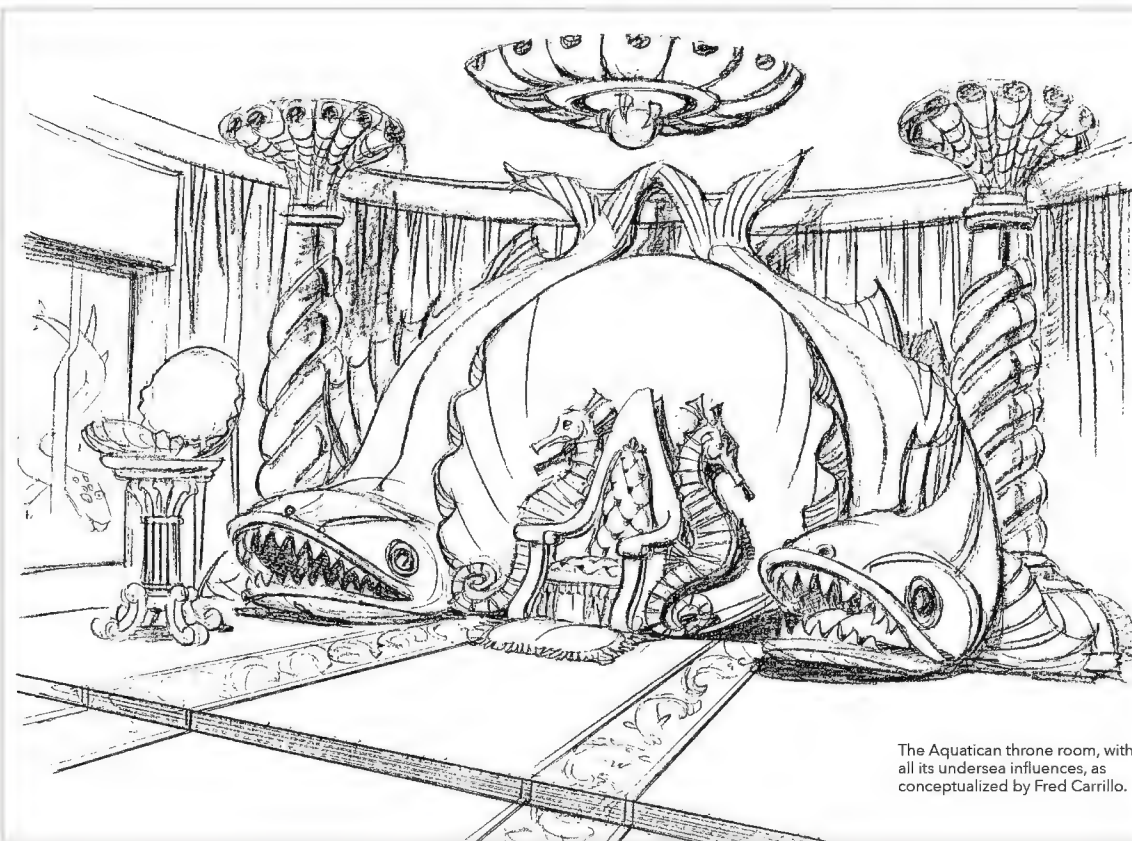
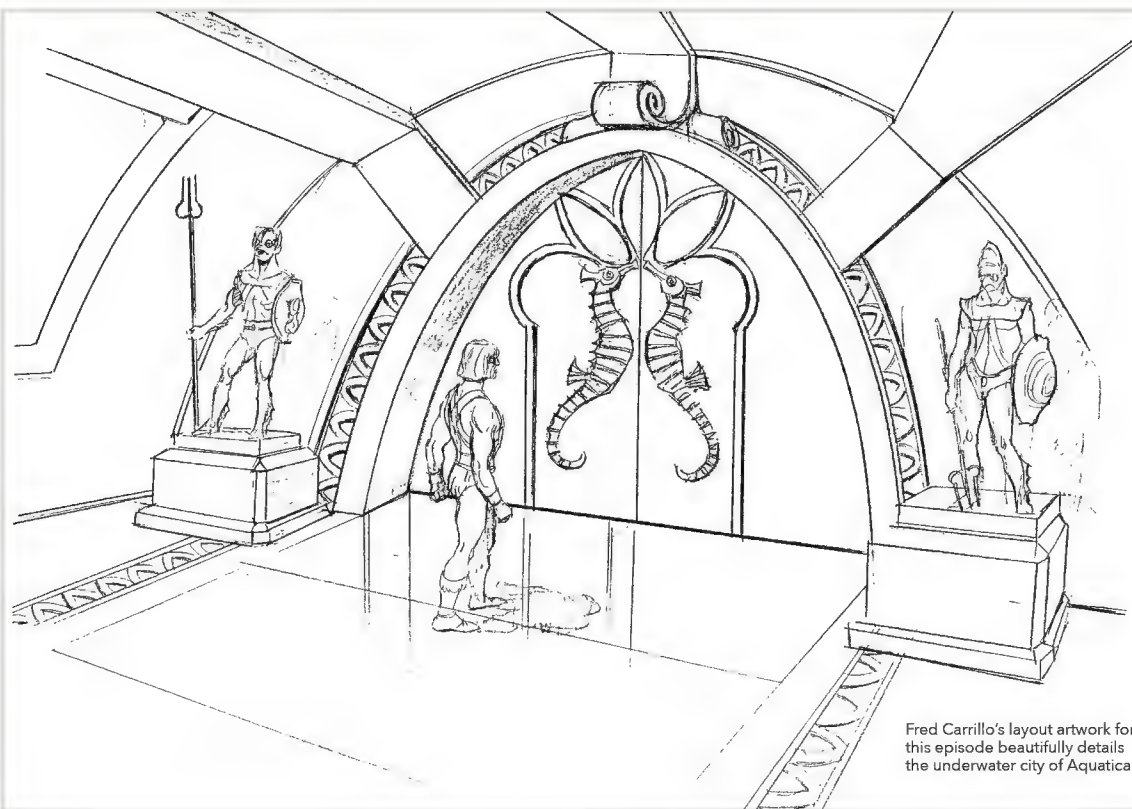
• Numerous designs were created for the Coral Creature; one in particular looked like a large hunk of immovable coral.

• This episode was storyboarded by Tom Minton, who would go on to become the inspiration for the character Brain in the *Pinky and the Brain* series.



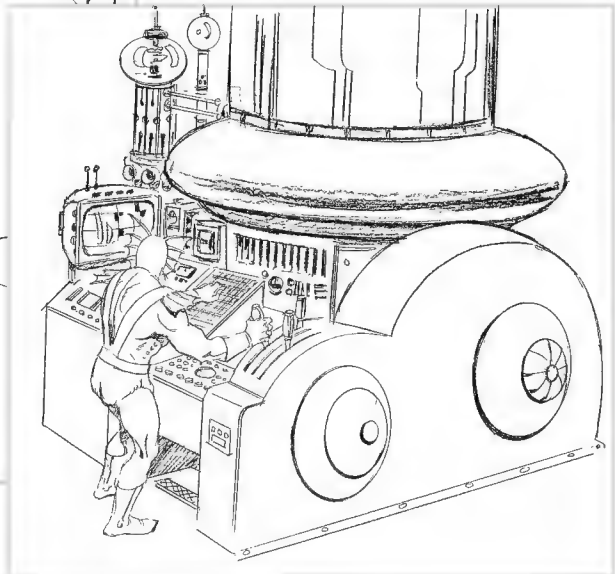
BONUS THE POWER OF HE-MAN: In order to stop Mer-Man's destruction of Aquatica via his whirlpool machine, He-Man grabs the circular guardrail of the city and runs incredibly fast in the opposite direction of the whirlpool, thus destroying the machine and saving the city.



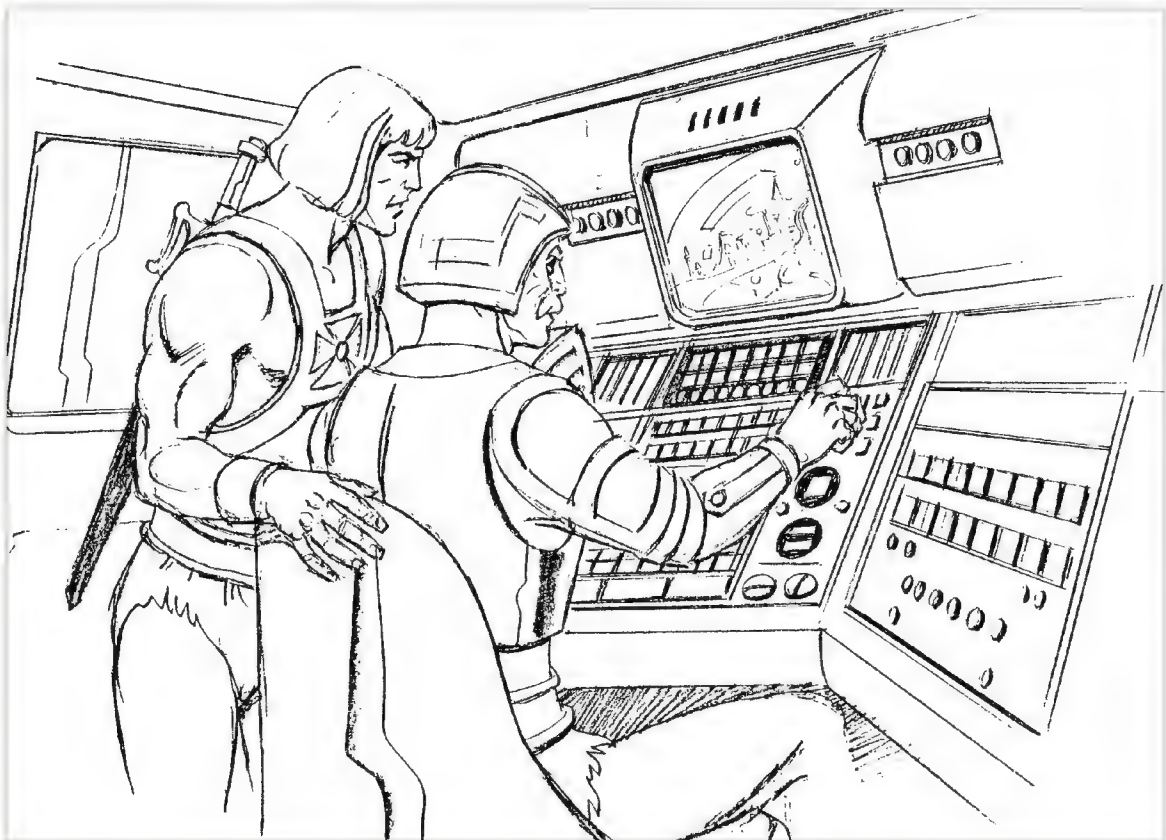




Below: Mer-Man stands in front of the impressively complicated Whirlpool Ray machine.



Below: In his concept illustration, Fred Carrillo shows He-Man and Man-At-Arms observing the underwater city of Aquatica. However, in the episode He-Man would still be in the guise of Prince Adam.



TEELA'S TRIAL

CAST Beast Man, He-Man, King Randor, Man-At-Arms, Orko, Prince Adam, Queen Marlena, Skeletor, Teela, Trap Jaw



MEMORABLE QUOTES

"That's a high compliment, coming from a mind as brilliant as yours!" *[Skeletor pays Man-At-Arms a great deal of respect]*

"Now, we could either climb all the way up to the top, and then climb all the way down to the dungeon. Or—I could just punch a hole right here!" *[He-Man seems to have run out of clever ideas]*

SYNOPSIS Prince Adam, Man-At-Arms, Orko, and Teela drive the Attak Trak to a mountainous yet desolate area on Eternia. Man-At-Arms unveils his new portable teleportation device and explains that he would not want to fool around with it near the Royal Palace.

Man-At-Arms demonstrates the device and teleports himself from one side of a canyon to the other. A spying Trap Jaw immediately attacks Man-At-Arms, who throws the device across the canyon to Teela. She uses the teleporter to transport her father away from any immediate danger. Trap Jaw leaves without the device but captures Man-At-Arms.

Unable to find Man-At-Arms and believing that she has somehow doomed him, Teela decides that she can no longer serve as captain of the Royal Guard, much to the disappointment of King Randor and Queen Marlena.

At Snake Mountain, Skeletor compliments Man-At-Arms and tells him that he wants him

to work for the Evil Warriors. Man-At-Arms refuses, but Skeletor states that he will do anything when he is half-starved.

That night, after Teela exiles herself from the palace, Man-At-Arms contacts Prince Adam, informing him that he is Skeletor's prisoner. Prince Adam journeys to the desert where Teela has exiled herself, transforms into He-Man, and saves her from an enormous Sand Snake. He-Man tells Teela of her father's dilemma, and the pair head to Snake Mountain.

While Teela distracts the Evil Warriors, He-Man rescues Man-At-Arms. A short while later all three meet up, but due to the low power of the teleportation device, only Man-At-Arms and Teela can teleport back to the palace. He-Man attempts to leave Snake Mountain but finds himself fighting Skeletor, who is piloting the Battlewagon, one of his newest vehicles. He-Man is victorious and heads back to the Royal Palace.

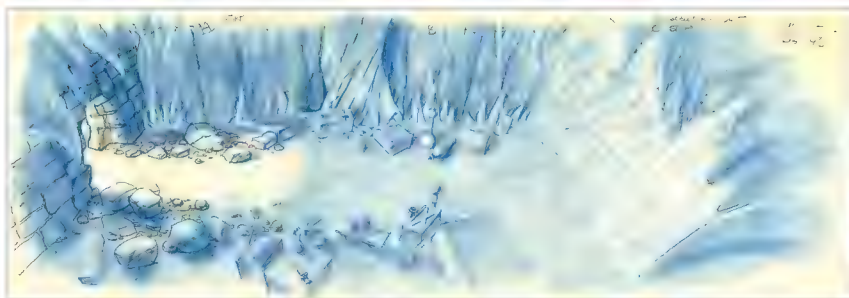


MORAL MAN-AT-ARMS. "Today Teela made a mistake, but instead of trying to correct it, she ran away. That was an even bigger mistake. Making mistakes is part of being human. But punishing yourself or quitting because of it is no way to make things better. The right thing to do is accept your error and try not to make that same mistake again. That's a lot smarter than running away. Until our next exciting adventure, goodbye for now!"

REVIEW This episode should be shown as an example of how not to make an episode of *He-Man*. At times it is hard to watch, not only because of the questionable animation throughout, but also the incredibly bad character writing. He-Man and Teela are written so far out of character it almost becomes a parody. Sadly, the character writing on Teela borders on the ludicrous. The headstrong, brave, and determined warrior woman is replaced by a whimpering wreck of a character. The best thing to do is pretend that this atrocious episode never existed. During the series David Wise proves that he knows how to write a strong Teela. So what went wrong here? **2/10**



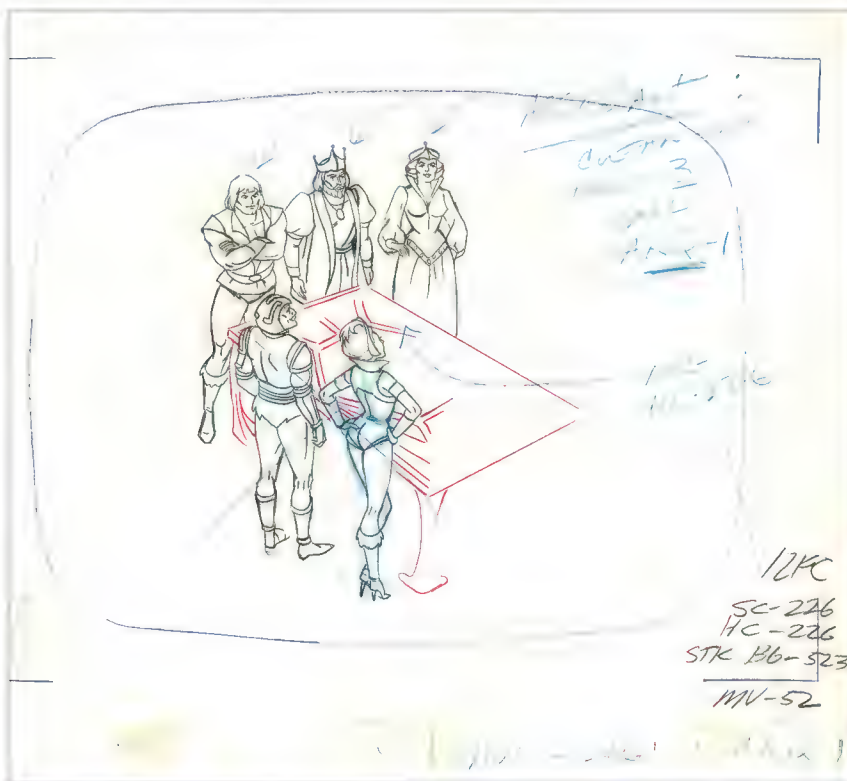
Right: Beautifully detailed background art shows Skeletor's vault within Snake Mountain.



SAME/AS

The Battlewagon that Skeletor operates at the very end of the episode is used by Kobra Khan and Webster in "Disappearing Dragons."

As Skeletor uses his Battlewagon, He-Man leaps out of the way of a Freeze Ray. This animation would be used again in "Eye of the Beholder."



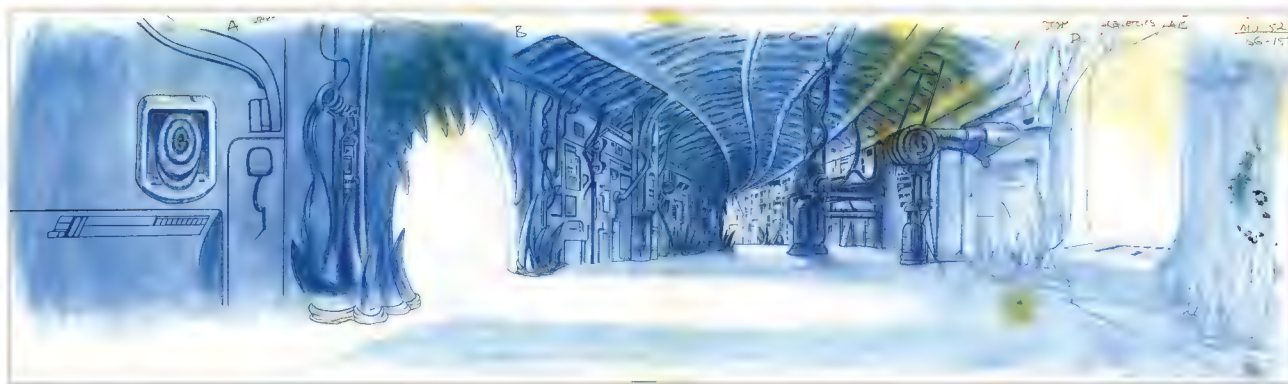
TRIVIA

- This episode shows that Skeletor respects the mind of Man-At-Arms greatly. It also shows that Skeletor has proficient scientific skills himself.
- We see Skeletor's vault, laden with treasure, for the first and only time in the series.
- Originally it was supposed to be Trap Jaw and Tri-Klops who discover the fire, which is why we briefly hear Tri-Klops's voice.
- Trap Jaw uses a nearby fire extinguisher to put out the fire accidentally started by Teela. In "A Bird in the Hand" he would showcase his own fire-extinguishing attachment.
- The moral oddly shows Man-At-Arms repairing a Zacton as the other Zactons watch him—a setup previously used in "Keeper of the Ancient Ruins."



BONUS ENTERING SNAKE MOUNTAIN:

In an odd decision, He-Man decides that in order to gain entry into Snake Mountain, all he need do is punch a hole through the wall. This questionable decision results in him and Teela being trapped within one of Skeletor's vaults. Not one of his better days.

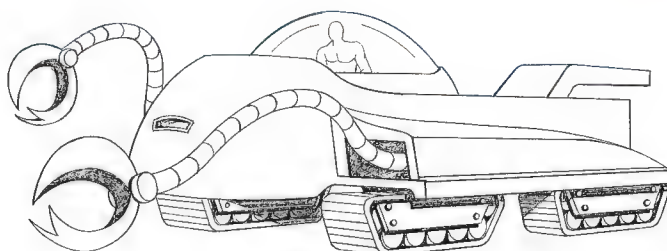


DELETED SCENES

In the script Trap Jaw uses a grappling hook and winch attachment to attack Man-At-Arms by descending toward him.

Originally act 1 was supposed to end with He-Man saying "I have the power!" instead of seeing Teela being threatened by the snake.

He-Man's way of stopping Skeletor's Battlewagon is slightly different in the script: instead of throwing it upward, He-Man carries the vehicle up the two-hundred-foot spire and then sets it down on a rock that is barely big enough to hold it.



Above: The background art for Skeletor's laboratory would be used numerous times throughout the series.

DREE ELLE'S RETURN

CAST Battle Cat, Clawful, Cringer, Dree Elle, He-Man, King Randor, Man-At-Arms, Orko, Prince Adam, Sorceress, Teela, Trap Jaw, Yukkers



MEMORABLE QUOTES

"Twice in one day? Orko better appreciate this!" [Cringer comments on his forthcoming transformation into Battle Cat]

"Shut your trap! I'll decide what to do!" [Clawful shows Trap Jaw who's the boss]



SYNOPSIS On the planet Trolla, the guard of the Horn of Evil reports to Dree Elle that Clawful and Trap Jaw have stolen the powerful artifact and plan to take it to Eternia. Dree Elle decides she must warn Orko, and her joke-loving, mischievous younger brother Yukkers accompanies her.

Meanwhile, on Eternia, in the city of Colmay, the heroes prevent the destruction of the city from a meteor shower. After He-Man returns to the Attak Trak, Man-At-Arms expresses concern that Orko is the only one at the Royal Palace. Orko is sitting alone in his bedroom and wishing for someone to play with when Dree Elle and Yukkers suddenly appear, having used the Magic Pyramid to make the journey. Dree Elle informs Orko that Clawful and Trap Jaw have stolen the Horn of Evil. Concerned, Orko decides that their only option is to go to Castle Grayskull.

The two villains are already at the castle and activate the Horn of Evil, which overpowers the Sorceress. Just as the villains

are about to enter Castle Grayskull, Orko scoops up the Horn of Evil and flies off into the Evergreen Forest with it. He and Dree Elle stop fleeing when they realize that Yukkers is missing. Yukkers plays a cruel prank that backfires, resulting in him and Orko being captured by Clawful.

Dree Elle manages to warn Prince Adam, Cringer, and Teela. As Teela and Dree Elle head to Castle Grayskull on a Sky Sled, He-Man and Battle Cat give chase. The heroes arrive and battle the Evil Warriors, overpowering them soon after.

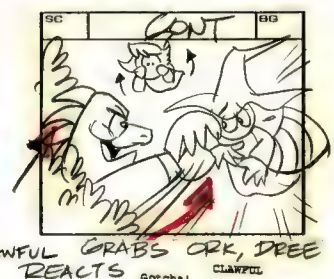
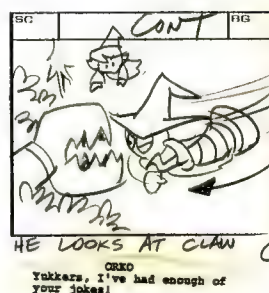
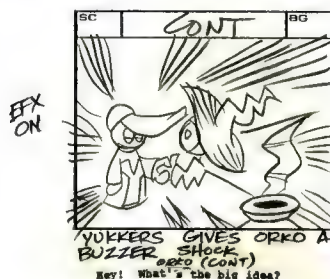
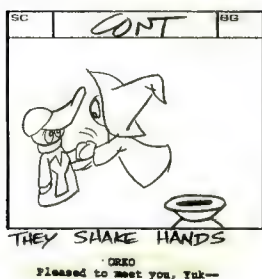
Yukkers accidentally activates the Horn of Evil, and all of the good things on Eternia are slowly transformed into evil and twisted things. Dree Elle finds a song sheet on the Horn of Evil, which prompts her and Orko to sing the song. The song counteracts the evil of the horn, and the Evergreen Forest is restored. Back at the Royal Palace, Yukkers learns his lesson.

MORAL ORKO. "In today's story you saw what happened when Yukkers sneezed and accidentally blew into the Horn of Evil. He was just playing around and didn't mean to do anything wrong, but the results were just as bad. Of course, there aren't any Horns of Evil in your house, but there are many things that can be just as dangerous. Many people have been hurt because they were careless and played with things like knives, and matches, and glasses and tools. So as He-Man always tells me, 'Playing is fine, but play it safe!'"



REVIEW Robby London's second Trollan episode of the series does not even come close to his first. The writing throughout is average at best, though it should be noted that Orko is written better than in many of his other appearances. At times there are spectacular visuals in this episode, which makes it all the more surprising that when the Horn of Evil's power is unleashed, the results are underwhelming. The Horn of Evil itself is a fantastic story device, but in this episode its true potential is wasted. The premise that the episode's entire plot will be resolved by a song is not very good at all. 3/10

Below: Byron Vaughns's comical storyboards influenced the visual direction of the episode.



SAME/AS

The expressive animation of Orko pacing up and down in his room would later be used in "The Problem With Power."

The close-up of He-Man throwing the Basher would become stock and later be used in the episodes "A Bird in the Hand," "The Bitter Rose," and "The Gambler."



A deleted sequence had He-Man grab a Hover Robot and throw it to one side.

DELETED SCENES

Originally the episode opened with Dree Elle at the Orko School of Sorcery, informing her teacher that she was going to study magic under Orko.

In the earliest draft of this script the Horn of Evil was called the Horn of Horror.

Trap Jaw is not present in the first draft of the script; instead, Beast Man and Clawful team up.

The final script of this episode does not feature the lyrics to the song. The song itself was done at a later stage of production and then inserted into the episode.

In the script we see the Sorceress wake up and exclaim, "The song has awakened me!"



SC 24 CROWD
MU-53

TRIVIA

• Robby London wrote this script with the intention that the evil in the episode would be defeated by a song.

• This episode again bridges the gap between Eternia and Trolia, as two of Skeletor's villains travel to Orko's home planet and steal the Horn of Evil.

• Though Clawful was released alongside many of the new characters that appeared in season 2, he made a few appearances toward the end of the first season. The script even describes the villain as an "upcoming Mattel toy."

• Dree Elle briefly displays some magical abilities and is able to cast a spell, tying Trap Jaw to a tree in one scene.

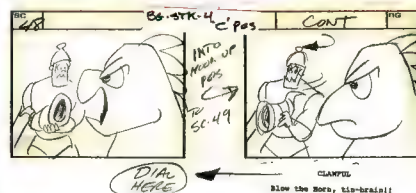
• He-Man actually punches a living being in this episode. After He-Man breaks Clawful's grip, he readies his fist for a punch, the camera cuts away, we hear a punch sound, and then we see Clawful flying past.

• Lou and Erika Scheimer perform the song that Orko and Dree Elle sing.

• The character models for this episode were finalized on July 25, 1983.



BONUS WIZARD OF WEAPONS: For one brief scene in the episode, Trap Jaw decides to try out his new attachment, the Swatter. After he has put it on for the very first time, the Trollan Yukkies appears and shocks the villain with his joy buzzer.



Left: The people of Colmay watch in horror as a building collapses.



GAME PLAN

CAST Battle Cat, Cringer, He-Man, Man-At-Arms, Negator, Orko, Prince Adam, Ram Man, Teela



MEMORABLE QUOTES

"It looks like rain. Does anyone have an umbrella?" [Ram Man's observation is a serious one]

"Effective . . . but dumb!" [Battle Cat questions Ram Man's techniques]

"Of course I let them escape. It's all part of my game plan." [Negator's plan comes together]

"Would it do any good if I hollered 'help'?" [Ram Man questions the odds he and He-Man are up against]

SYNOPSIS As Prince Adam, Man-At-Arms, and Teela test a new Beam Ray, the evil villain Negator appears and, unbeknownst to the heroes, overloads the device, causing it to blast a hole in the hillside. Prince Adam, fascinated by the size and length of the hole, investigates with Cringer by his side. While Prince Adam is in the tunnel, Man-At-Arms and Teela are confronted by Negator, who wants Man-At-Arms to join forces with him. When Man-At-Arms refuses, an angry Negator blasts the hill and causes an avalanche which prevents Prince Adam and Cringer from exiting the tunnel the way they entered. To further demonstrate his power, Negator destroys a nearby dam, but He-Man and Battle Cat arrive in time to save their friends from drowning, sending Negator on his way.

A short while later Negator infiltrates the Royal Palace and, disguised as a guard, explains to Teela that Prince Adam wishes to meet her in the Valley of the Desert. Teela

flies out to the location, but she is caught by Negator. The villain then contacts Man-At-Arms, who, fearing for his daughter's life, has no choice but to serve Negator.

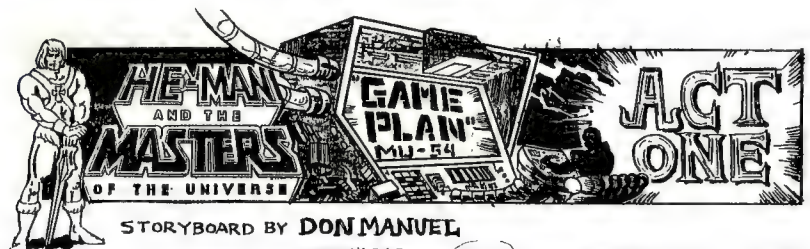
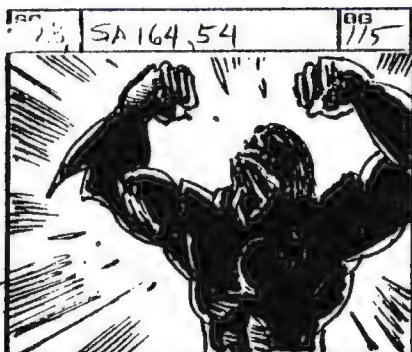
The heroes are wondering where Man-At-Arms and Teela have disappeared to when Orko mentions that Teela had been told to meet Prince Adam in the Valley of the Desert. Prince Adam, having no knowledge of this, transforms into He-Man and, along with Battle Cat and Ram Man, journeys to Negator's lair to save his friends.

He-Man and Ram Man are transported into a giant three-dimensional game. Negator sends many different obstacles to attack the heroes, but they meet each new challenge head on. The pair find themselves in one final difficult game, but they are able to overcome the odds and escape. Negator leaves, hastily destroying his game and his base of operations in the process.

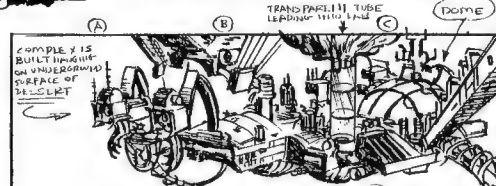


MORAL HE-MAN. "Everybody likes to play games. But when they do, it's natural to try and win. But some people try so hard to win that they forget about safety. They get excited, lose their tempers, and then run the risk of hurting themselves or someone else by playing too rough. No game is worth an injury. When you play, don't be so anxious to win that you'll do something which you will regret later on. Play it safe!"

REVIEW This episode, which forgets all about the magic and sorcery on Eternia and instead relies on science to carry the plot, works surprisingly well. Although Negator is not the greatest of villains, the threat he poses and his actions throughout the episode function to serve the script. The heroes do not really feel a part of the episode until Battle Cat and Ram Man invade Negator's lair. Once He-Man and Ram Man find themselves inside Negator's game, this episode could become typical action-adventure fare. However, due to the many interesting visuals we are treated to within the game, and the fun, highly creative action sequences, this episode becomes incredibly gripping. 7/10



STORYBOARD BY DON MANUEL



LAYOUT NOTE: THIS IS UL 113, THE LARGE UNDERGROUND LAB OF NEGATOR. IT SHOULD BE DESIGNED TO LOOK LIKE A COMPLEX OF GENERATORS AND FLASHING LIGHTS. SUGGEST A SIMILAR DESIGN TO THAT OF THE EMERALD POKING SHIP OF THE MOVIE "ALIEN".
DESIGN © POS TO W/W
SCENE 174. THOMPSON 5/8

SAME/AS

The computer-based backgrounds in this episode would appear in "Day of the Machines," and also an episode of Filmation's *Ghostbusters* titled "Cyman's Revenge."

The animation of Cringer cowering while a shiver runs up his spine also appears in "A Bird in the Hand."

The shot of Prince Adam examining the rockfall, with a scared Cringer looking around, appears in "Search for a Son."

The prison where Negator keeps He-Man and Teela would later be used as Skeletor's prison in "The Cat and the Spider."



DELETED SCENES

A removed scene had Negator angrily asking his Nerbs why they had not warned him about He-Man. In this same scene Negator realizes that by capturing Teela he can get Man-At-Arms to work for him.

Another scene had Orko performing a trick for Teela, and Teela admitting that Negator scared her. This same scene also explains how Orko knows about

Teela's journey to the Valley of the Desert, as he is present in the room when Negator, in disguise, delivers the message.

In the original script, Ram Man turns up because Orko is going to teach him how to juggle; this is why Ram Man suddenly appears in the episode.



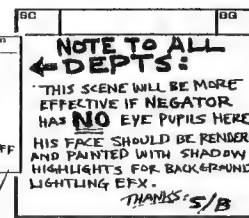
HE-MAN
Teela, thank goodness you're safe.
TEELA
Are you all right?



THEY REACT TO CAM AS THEY HERE



NEGATOR (CONT'D)
of course, NO ONE has ever found it before.



TRIVIA

• This episode was loosely based on the Filmation script premise "Video Magic," in which the heroes are transported into the video game land Videola, controlled by Skeletor.

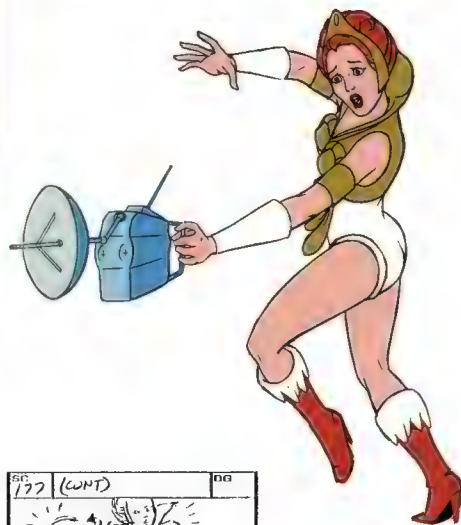
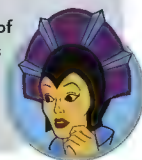
• It is obvious that this episode is influenced by the video game boom of the eighties.

• The Nerbs, Filmation's version of the Jawas from *Star Wars*, not only look identical to the Jawas but sound like them as well.

• Because of the many new backgrounds featured in this episode, storyboard artist Don Manuel illustrated specific pages to break down the more prominent locations.

• This episode was voted by the storyboard artists as one of the episodes that did not translate well from storyboard to screen in their satirical Filmation Awards

• Coslough Johnson, the writer of this episode, also penned scripts for *The Monkees*.



EYE OF THE BEHOLDER

CAST Beast Man, Garth, He-Man, Man-At-Arms, Orko, Prince Adam, Shaman, Skeletor, Sorceress, Tri-Klops

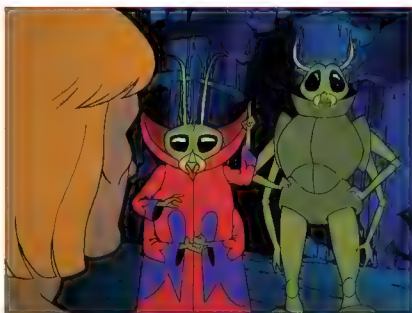


MEMORABLE QUOTES

"Wait a minute. How do plants provide oxygen?" [He-Man suddenly has less intelligence than before]

"And why should we believe the word of someone as hideous as you?" [Shaman has trouble believing He-Man because of his appearance]

"Your selfishness will be your own undoing!" [He-Man gives it to Skeletor straight]



SYNOPSIS Man-At-Arms and Prince Adam are flying back to the Royal Palace when the Wind Raider's engine stops. Prince Adam transforms into He-Man, and then latches the Wind Raider's grappling hook to a mountainside, saving them from disaster.

Back at the Royal Palace, He-Man feels as if he is beginning to lose his strength. Man-At-Arms concludes that Eternia's oxygen supply is somehow being depleted.

When He-Man finally reaches Castle Grayskull on foot, he is shocked to find the jaw-bridge wide open and the castle unprotected. Inside He-Man finds a weakened Sorceress, who explains that the water that flows from the Sea of Eternity in the Mystic Mountains to the Evergreen Forest and the Vine Jungle has been cut off, harming the plants and resulting in a lack of oxygen.

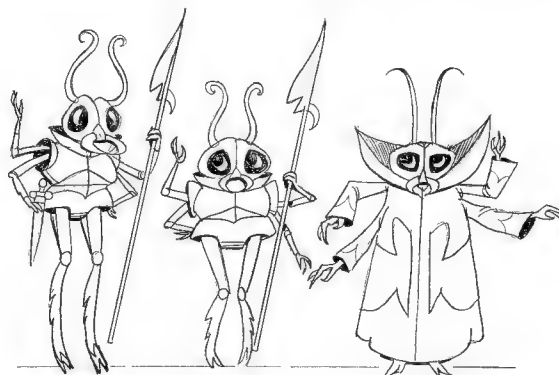
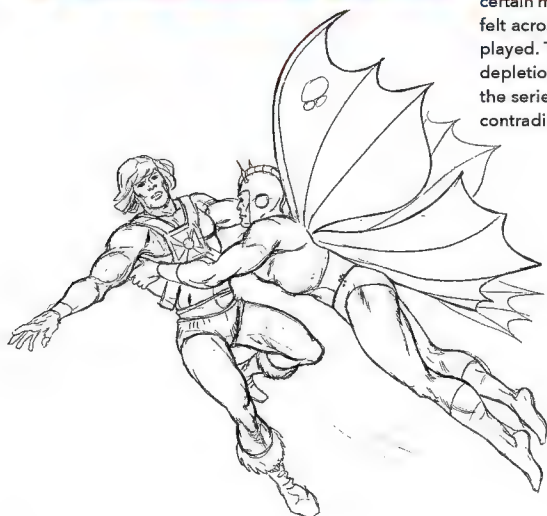
He-Man heads for the Mystic Mountains with Man-At-Arms' breathing apparatus, but a band of Insect People attack him. One of the insect warriors, Garth, explains

to He-Man that the eggs of his race are not glowing as they should, and he fears they will not hatch. After He-Man saves the eggs from being crushed by an avalanche, Garth sides with He-Man, and the two of them head out to the Sea of Eternity. On the way they encounter Beast Man and Tri-Klops, who are guarding a cavern entrance, but the heroes defeat them with little effort.

He-Man and Garth find Skeletor atop a large machine that is pumping water from the Sea of Eternity into an underground pit. They also discover that the river which feeds the Evergreen Forest and the Vine Jungle has been dammed up. In the battle with the villain, He-Man's supply of oxygen is reduced dramatically, forcing him out of the battle. Garth bravely sacrifices himself to block the machine's pump, but He-Man reverses the process of the machine. Garth emerges from the waters transformed. Skeletor leaves as He-Man destroys the dam, thus foiling Skeletor's plan.

MORAL TEELA. "Today we met Garth, who to some people looked like a monster. But Garth wasn't a monster. He was a good person with a noble soul and in the end, his beauty showed through. Real beauty comes from inside, which is why ugly people can sometimes be the most beautiful people to know and why people who look beautiful sometimes act very ugly. Being beautiful on the outside is all right, but being beautiful on the inside—that's the best!"

REVIEW The premise for this episode is original and interesting, and while the episode does have certain moments of merit, ultimately it falls short. The first half of the episode really conveys a sense of dread felt across the planet, and although He-Man is written somewhat out of character, his exhaustion is well played. The main problem with the story is that during the second act, the highly original idea of oxygen depletion is overshadowed by the story of inner beauty. While the episode was never going to be one of the series' best, it is prevented from reaching an above-average status by the overbearing moral, which contradicts itself at the end—thereby rendering it pointless. **5/10**

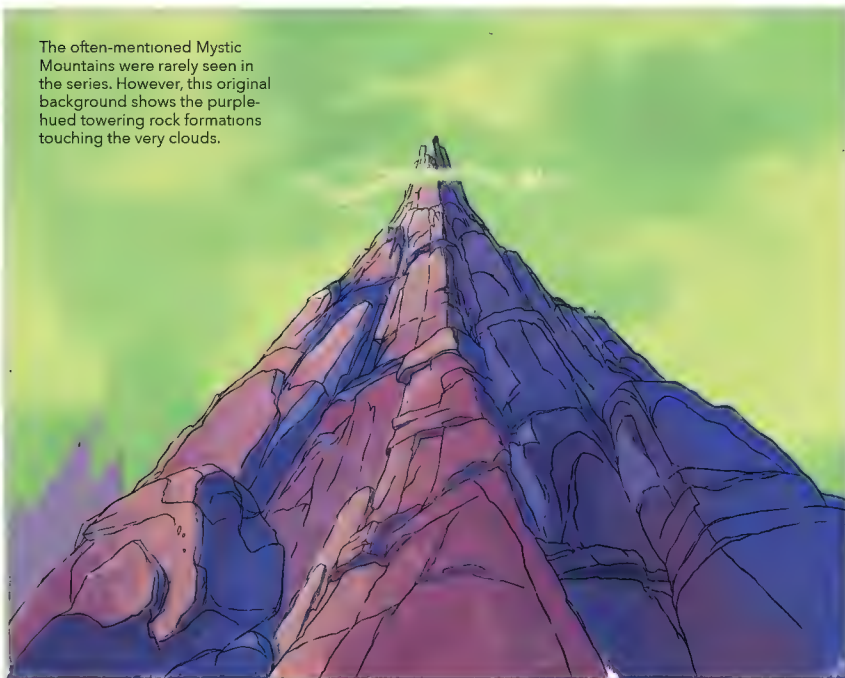


SAME/AS

The animation of Prince Adam unsheathing the Sword of Power is reanimated for this episode to include more of his hand and the sword.

Some of the animation sequences of Garth flying in his evolved form are based on the character movements for Stratos.

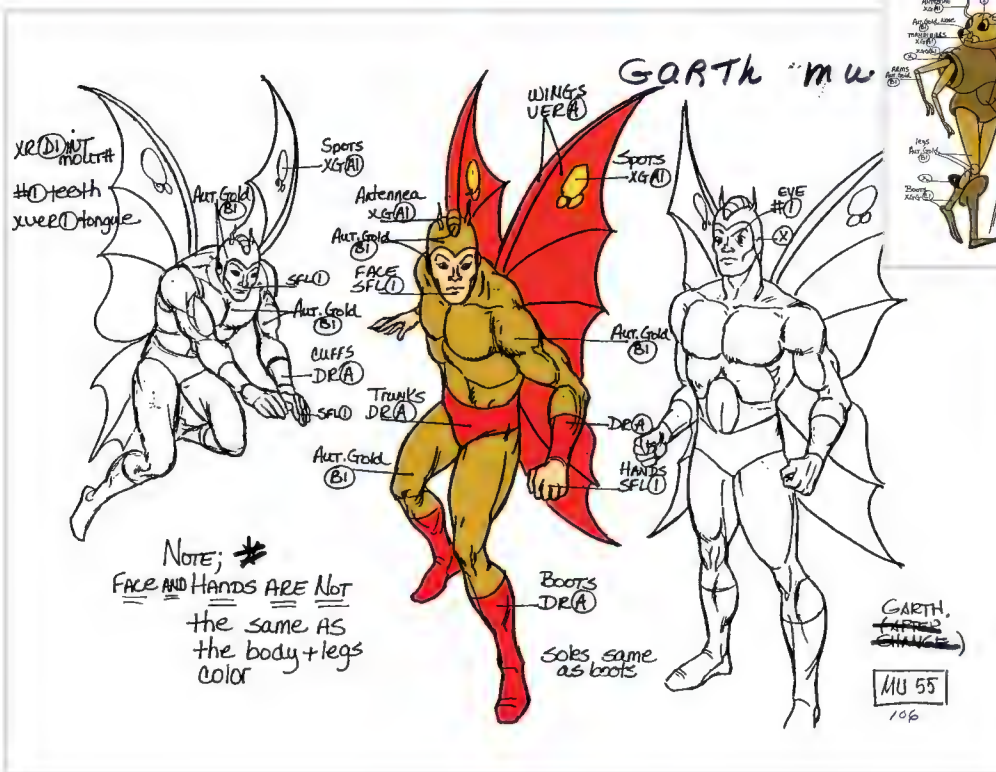
The often-mentioned Mystic Mountains were rarely seen in the series. However, this original background shows the purple-hued towering rock formations touching the very clouds.



DELETED SCENES

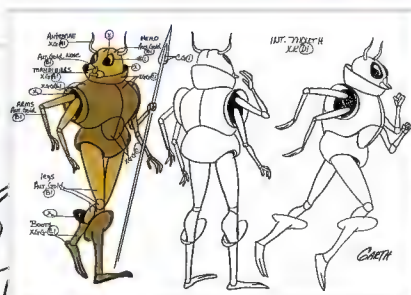
In the script, just before He-Man leaves for the Mystic Mountains, he stands in the doorway and tells Man-At-Arms, "I won't let you down!"

Originally, in an effort to overpower Tri-Klops, He-Man and Garth confuse him by standing either side of the villain.



TRIVIA

- If you look carefully after the transformation sequence, you will see that as the Wind Raider passes the camera, He-Man is still standing in his "I have the power" pose.
- The backgrounds showing the blue mountainous region of Trolla are reused for an Eternian landscape during the opening scene.
- At one point in the episode we see Castle Grayskull's jaw-bridge attached to two giant, unsightly chains.
- Contrary to how he is portrayed in many other episodes, here He-Man does not seem to know the basics of science and biology—and yet we know that Man-At-Arms has educated him in all sciences.
- Shaman and Garth, along with the other Insect People, reappear with slightly different designs in "The Bitter Rose."
- George Dicenzo has an uncredited role in this episode as Garth; he would go on to voice both Bow and Hordak in the *She-Ra* series.
- David Wise has admitted that there is a great irony in a story that preaches about beauty on the inside but shows an ugly character transforming into a beautiful one.



QUEST FOR THE SWORD

CAST Battle Cat, Cringer, He-Man, Man-At-Arms, Orko, Prince Adam, Rabar, Ram Man, Teela, Togar



MEMORABLE QUOTES

"Why don't you give me back my sword and just be a great guy?"
[He-Man's charm fails to impress Rabar]

"I don't think I've ever seen the two of you together!" *[Ram Man comes dangerously close to connecting He-Man and Prince Adam]*

"I'm sure that once I've gotten my sword back, I'll be able to produce Adam." *[The true meaning of He-Man's comment goes thankfully unnoticed]*

"These people don't know what fighting is. I won't be the one who teaches them." *[He-Man searches for a peaceful solution]*

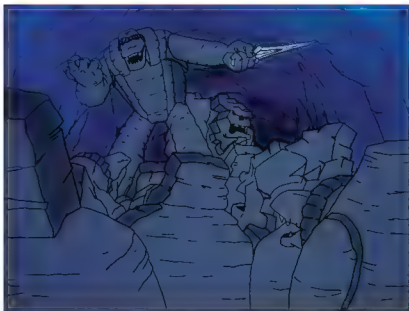
SYNOPSIS Adam, Cringer, Man-At-Arms, Orko, and Teela are readying themselves for a peaceful picnic when a nearby volcano erupts, sending tremors rippling throughout the land and producing a large fissure that strands two children on the other side. Near the children a large, apparently ferocious rock creature emerges from a now-unsealed cavern entrance.

Prince Adam and Cringer run off to transform into their other selves, much to the displeasure of Teela. He-Man appears and ties the Sword of Power to some Ironvine to pull the fissure closer, enabling Man-At-Arms to leap across and save the children. The volcano erupts once more, and He-Man loses the sword to the rock creature. He-Man attempts to retrieve the sword, but he falls back into the fissure as the cavern closes behind the rock creature.

The group head back to the Royal Palace to get a Battle Ram. Teela is angry about Prince Adam's sudden disappearance and wants He-Man to speak to Adam.

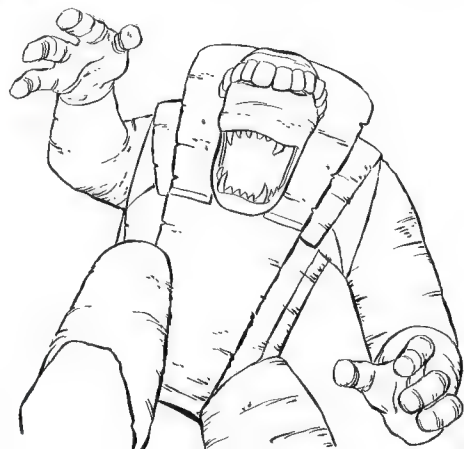
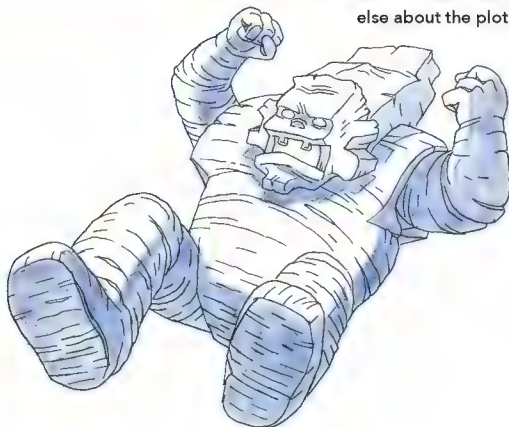
He-Man, Battle Cat, Man-At-Arms, Orko, and Ram Man head back to the cavern. They soon discover a huge underground lair which appears to be the home of the Rock People and houses a pit to the center of the planet. The heroes notice that Rabar, the rock creature that took the Sword of Power, is now declaring himself their leader. Togar, another rock creature, steals Man-At-Arms' laser and also declares himself to be their leader. Chaos ensues when Togar accidentally fires the laser at a large beam which supports the entire cavern ceiling.

He-Man, the heroes, Rabar, and Togar work together to save the Rock People from destruction. Now believing that weapons are bad, Rabar tosses the sword into the pit, much to the horror of He-Man. Orko reveals that he managed to catch the sword, and Prince Adam and Cringer return. Teela is both annoyed and disappointed when Prince Adam tells her that he and He-Man had their talk.



MORAL HE-MAN. "It's a good thing Orko got my sword back today, or Prince Adam might never have been seen again. The Rock Man who took my sword thought it made him a leader. But he was wrong. A sword or any other symbol doesn't make a person a good leader. What does is intelligence, respect for others, and an unselfish desire to do good. People are proud of a leader with those qualities. So if you develop them in yourself, you could become a good leader too. See you soon!"

REVIEW On paper this episode promises to be one of the series' best. However, it falls short and fails to deliver the classic story that it promises. This episode suffers from poor pacing and nonsensical storytelling. The opening action scene is too long and full of contradictions. He-Man hopping into a Wind Raider to cross a large fissure that he had previously fought to keep open is just one of many scenes that make little sense. The scene at the Royal Palace where the heroes come close to connecting Prince Adam and He-Man is wonderfully scripted and entertaining. But, much like the end of this episode, everything else about the plot feels far too staged. **4/10**



SAME/AS

The character model for Rabar was previously used as a Sand Demon in "Temple of The Sun."

The animation of a shocked He-Man swinging on a rope toward Ram Man is used again in the *She-Ra* episode "Horde Prime Takes A Holiday."

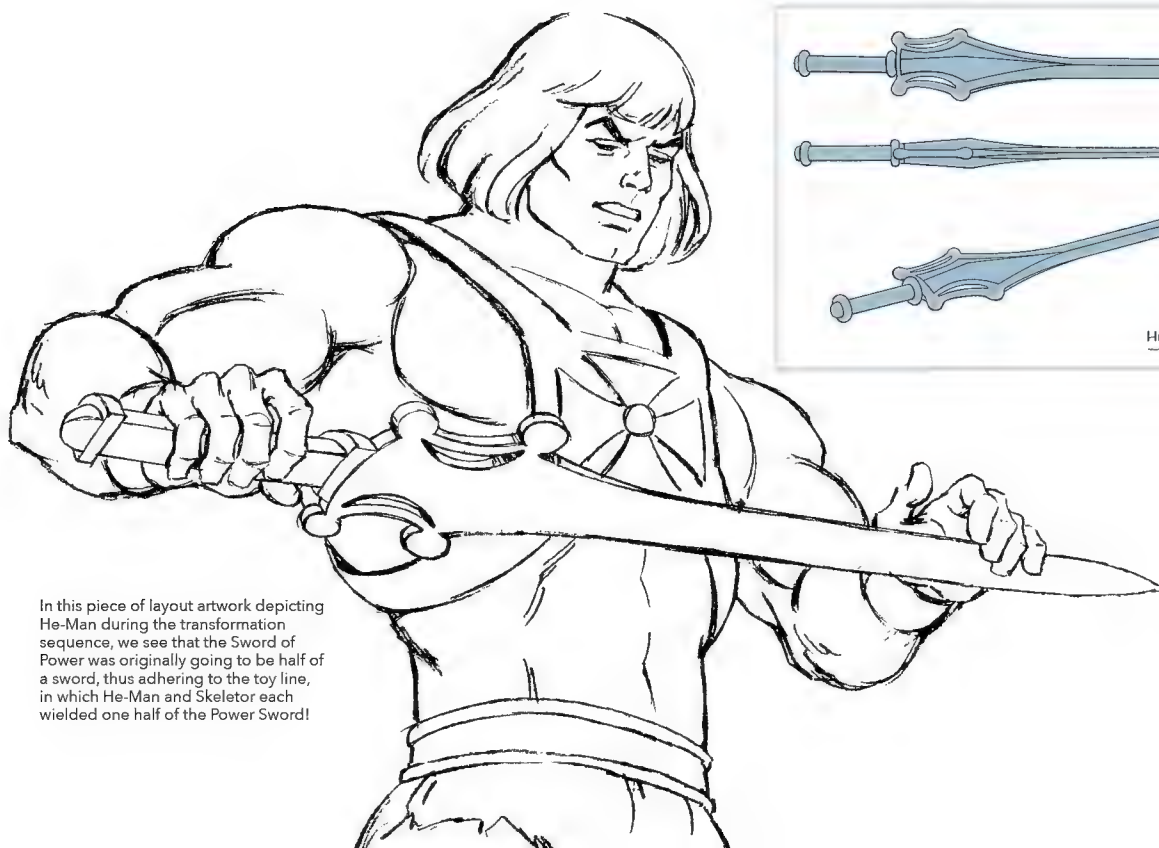
The animation showing He-Man holding aloft the Sword of Power is one of four scenes based on the stock sequence of Prince Adam unsheathing the sword; the other three are seen in "Quest for He-man," "The Secret of Grayskull," and "Teela's Triumph."



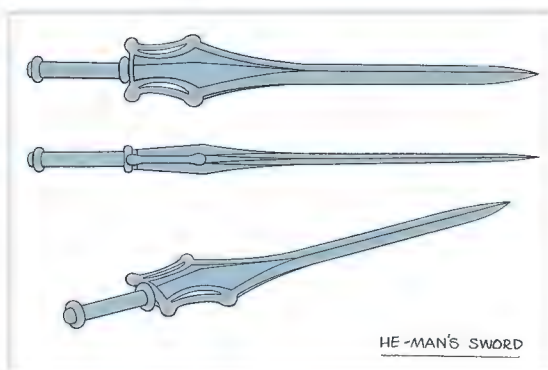
DELETED SCENES

In the script, when heading off in the Wind Raider to pursue his sword, He-Man turns to Battle Cat and tells him, "I'll be right back."

In a piece of dialogue cut for time, as He-Man prepares to throw Togar, he says, "Join your friend. He's just a stone's throw away."



In this piece of layout artwork depicting He-Man during the transformation sequence, we see that the Sword of Power was originally going to be half of a sword, thus adhering to the toy line, in which He-Man and Skeletor each wielded one half of the Power Sword!



TRIVIA

- In this episode we see Prince Adam use Cringer's constant running away to his advantage; it allows him to give chase and secretly transform.

- Ram Man is the only one of the Heroic Warriors who comes close to figuring out that Prince Adam and He-Man are one and the same.

- The Battle Ram would not appear for another sixty-six episodes.

- Man-At-Arms makes a mistake when he says that the large pit in the underground cavern leads to the center of the Earth, when he should say "center of Eternia."

- Marc Richards, the writer of this episode, created the live-action Filmation series *The Ghost Busters* and was credited with the creation of the animated series, too.

- During the earliest production work on the series, He-Man's Sword of Power was often illustrated as a half sword, much like the toy. Certain stock-based sequences used throughout the series still showed the smaller sword.



CASTLE OF HEROES

CAST Blackbeard, Clawful, Evil-Lyn, Hannibal, He-Man, Herk, Monteeq, Orko, Prince Adam, Skeletor, Teela

SYNOPSIS At Snake Mountain, Skeletor is somewhat puzzled when both Hannibal and Blackbeard, two prominent figures from Earth's history, appear in his lair. Within moments Skeletor's old friend Monteeq shows up, and the pair begin to reminisce about their previous conquests. Monteeq explains that he wishes to enslave He-Man in his army of legendary warriors. The thought of He-Man no longer on Eternia pleases Skeletor greatly.

At the Royal Palace, Monteeq appears and tells the heroes that a giant has invaded his home in Polonia. He-Man and Orko accompany Monteeq in the Wind Raider back to his castle. On the way Monteeq tests He-Man's great strength and abilities by placing him in a series of dangerous situations.

First, Monteeq starts a raging fire in the Evergreen Forest, which He-Man has little trouble putting out. He-Man then has to evade ice cannonballs as they bear down

on the Wind Raider. Finally, He-Man has to ensure the safety of himself and his allies as they pass through Needle Mountain, which tries to crush them as they exit. From Snake Mountain Skeletor and Clawful watch, hoping He-Man will pass all of Monteeq's tests.

Arriving at the castle, Monteeq disappears, and He-Man and Orko suspect that they have walked directly into a trap. Blackbeard, Hannibal, and Monteeq test He-Man's skill inside the castle. He-Man realizes that the spirits of all of Monteeq's captured warriors are trapped atop the castle within a dome. He-Man manages to reach the top, just as Skeletor joins in the attack on the most powerful man in the universe.

He-Man frees the spirits of the warriors, and an angry Monteeq vanishes, along with Skeletor. No longer under the control of Monteeq, Blackbeard, Hannibal, and his elephant, Herk, finally rest in peace.

MORAL PRINCE ADAM. "Orko certainly had an exciting lesson in history today! Of course, chances are most of you won't have the same opportunity to meet any of those famous people who lived long ago. But even so, remember that just like you, they were very real. For the most part, the people we read about in history books led pretty exciting lives. And that's why, to me, history is like, well, it's like a great adventure story. And the best part is that it really happened! Well, see you soon."

REVIEW This episode is special not only because it tells a unique story, but also because it shows He-Man being challenged directly instead of having to race to save the day. Mel Gilden uses the appearance of Monteeq as an opportunity to reveal Skeletor's near admiration of He-Man's abilities; it is amusing to see the Lord of Destruction celebrating his enemy. Usually in this type of episode, He-Man and Orko would take a back seat to the action or characters around them, but the pair are scripted perfectly here. This story features admirable writing, great action, interesting new characters, and a conclusion that is worthy of He-Man's greatest feats. **7/10**

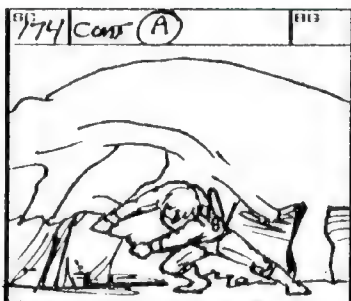


MEMORABLE QUOTES

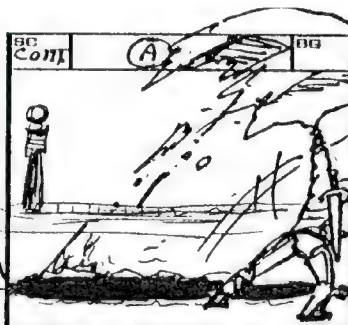
"He knows what to do! He always knows what to do!" [Skeletor knows He-Man a lot better than Monteeq]

"Brave? You clod! That was nothing for He-Man!" [Skeletor has observed many of He-Man's mighty feats]

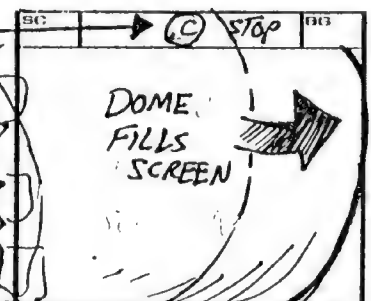
"Impressive, you boob! It was spectacular!" [Skeletor continues to sing He-Man's praises in response to Monteeq's comments]



He-man pulls, and wrenches dome up from its foundations



He-man turns uprooted domes as a position

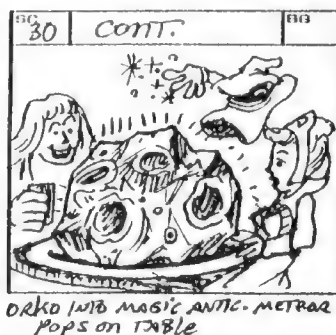


SAME/AS

The animation of He-Man chopping the rock with the Sword of Power would later be used in "Monster on the Mountain."

The animation of He-Man ripping the gate away and throwing it out of the shot would be reanimat-

ed for "The Gamesman" and later for the character of BraveStarr in the *BraveStarr* episode "Thoren the Slavemaster."



(idly)
There are other space villains, of course.
(leans forward)
Oro, the traitor of Orion...and Ringus, who enslaved Saturn for all time. Heh! Even Cygnus, the red demon of Mars. Heh, heh! Left the place in shambles.

CLAWFUL IDLY SNAPPING HIS CLAWS.
SKELETOR (VO)
(interrupting)
Hmm. Very interesting...but tell me, why are you here?

DELETED SCENES

In the script, shortly after Montegg's arrival, he and Skeletor are said to be sitting and eating sandwiches; Montegg uses his magic to make them levitate from the plate and into his hand.

Act 1 originally ended with the heroes inside Needle Mountain, with the tunnel exit appearing to want to "eat" them.

A scene which is shown in the storyboards but was later removed showed Clawful, bored with another of Skeletor's rants, snapping his claws together.

Originally, as the spirits of the imprisoned warriors were freed, they were supposed to chant, "Free! Free!"



The villainous Montegg was unique in his design. He was supposed to look weak and somewhat cute, thereby convincing the heroes to trust him.

TRIVIA

• Michael Reaves suggested that Mel Gilden could write for the cartoon series, and Arthur Nadel picked this episode from numerous ideas pitched by Mel.

• Montegg's name was inspired by Ray Bradbury's *Fahrenheit 451*, in which the lead character is named Montag. Mel Gilden had read the book many times and wanted to include a character with that name, so he used a slightly altered version.

• The character of Montegg is voiced by Alan Oppenheimer.

• Tom Sito, the storyboard artist for this episode, also animated some scenes, most notably the scene where He-Man rips the gate from the wall and throws it out of the shot.

• Mel Gilden and Tom Sito were disappointed by the character design for Blackbeard, as both had expected a more classic pirate design.

• In the storyboards Tom Sito illustrated a separate page showing the director how to best capture the scene where He-Man tosses the dome into space.

• In the season 2 series bible, written by J. Michael Straczynski, Blackbeard is referred to as "Lasar the Space Pirate."

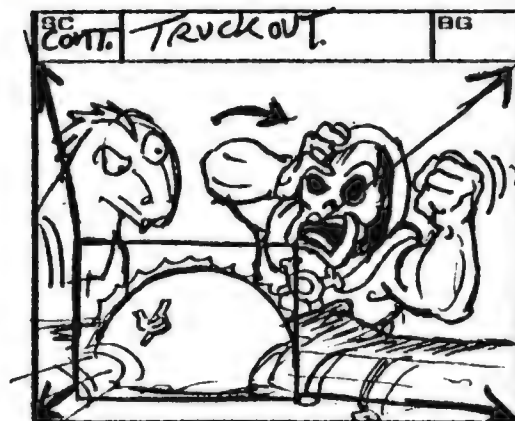


TEELA COMFORTS MONTTEGG.
MONTTEGG
Please hurry!
TEELA
We'll get started, right now!





MONTAG V.O.
 That was very brave of you, He Man.



TRUCK OUT TO skele + clawful

SKELETOR
 Brave? You clod! That was
 nothing for He Man!

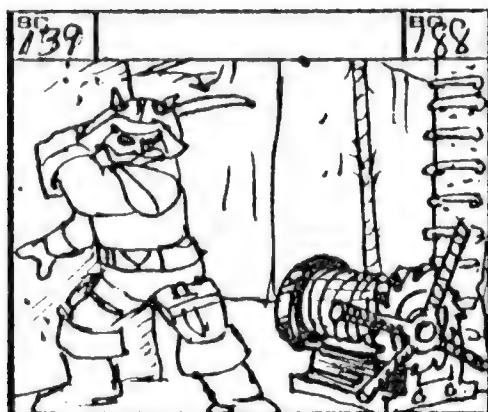


Clawful turns to skele

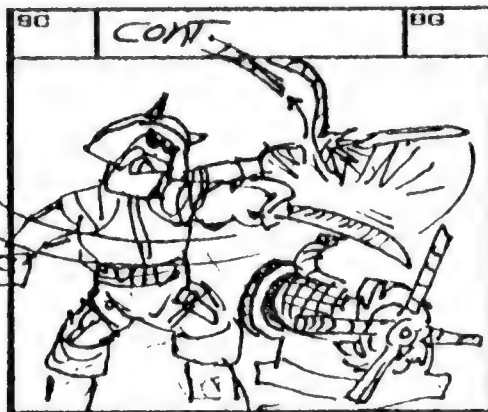
CLAWFUL
 And...he's passed the first
 test!



SKELETOR
 Yes. And he'll pass the rest of
 them! Monteg cannot help
 but take He Man for his army!



Blackbeard Antics with his cutlass.



CUTS ROPE.

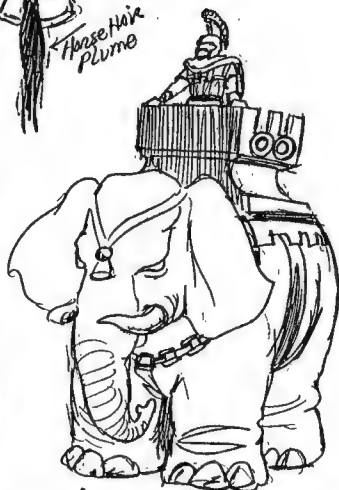


HANNIBAL'S ACTUAL
HELMET, MORE
SUGGESTIONS
ON NEXT PAGE.



Horse Hair
Plume

HANNIBAL, HERK the Elephant and BLACKBEARD from MU #66057 STORYBOARD SUGGESTIONS



William Teach (Teach)
alias "BLACKBEARD"

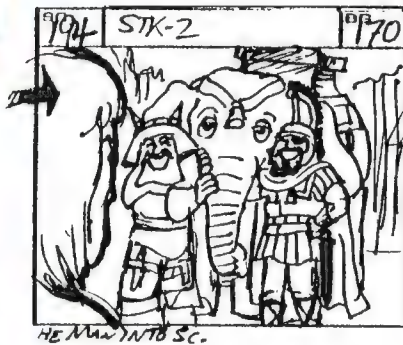
RIBBONS IN
BEARD AND
BRACE OF
PISTOLS
HISTORICAL

HANNIBAL CAN BE BLACK (RACINALLY
SPEAKING, HISTORIANS AREN'T SURE.)
HANNIBAL HISTORICALLY HAD ONE EYE
AND BLACKBEARD ALTHOUGH A PIRATE
ALWAYS KEPT HIS TWO.
ANY FURTHER CHANGE IS ARTISTIC LISCENSE. T.S.



Above: Tom Sito's original designs for
Hannibal and Blackbeard were far more true to
their historical forebears.

Left: While Filimation retained much of the look
of Hannibal, Blackbeard looked nothing like
the famed pirate.



HE MAN INTO SC.

THE ONCE AND FUTURE DUKE

CAST Battle Cat, Chimera, Count Marzo, Cringer, David, He-Man, King Randor, Orko, Prince Adam, Queen Marlena, Sorceress, Teela



MEMORABLE QUOTES

"I never even knew him. How come I've got to come along?"

[Cringer questions his presence on David's rescue mission]

"Why me? Why is it always me?" *[Man-At-Arms once more witnesses firsthand Orko's mixed-up magic]*



SYNOPSIS In the Vine Jungle, He-Man and Battle Cat save a young boy from a Hunger Lily. He-Man recognizes the boy as David, one of Prince Adam's childhood friends.

At the Royal Palace, Teela immediately recognizes him as her playmate from when they were eight years old, and all agree that it is indeed David. In private, the Sorceress explains to Prince Adam that the people of Abra, where David comes from, were the keepers of the Ring of Remembrance. Just as David reached the age when he would have become the Duke of Abra, his evil uncle, Count Marzo, cast a spell that reverted him back to childhood with no memory of who he was. Count Marzo subsequently took the Ring of Remembrance, the only thing that can break the spell. Man-At-Arms then uses the orbiting Eterno-scope to locate the Ring of Remembrance.

Prince Adam, Cringer, and Teela journey to the Lake of the Lost to retrieve the ring. Orko entertains David at the palace, but Count

Marzo arrives, causes Man-At-Arms to lose his memory, and kidnaps David, with Orko giving chase.

Meanwhile, having defeated Count Marzo's assistant Chimera, He-Man, Battle Cat, and Teela find themselves standing before the Lake of the Lost. Unbeknownst to them, Count Marzo has used water from the Well of Forgetfulness to flood the lake, causing a loss of memory for anyone that dives in. Orko learns of this information but is thrown into the Lake of the Lost by Count Marzo's Pterror-dactyl. He-Man manages to obtain the Ring of Remembrance and returns Orko's memory.

Arriving at Count Marzo's castle, the heroes fight the villain's freezing fog and successfully find David, with Count Marzo falling into the Well of Forgetfulness and losing his memory in the process. Back at the Royal Palace, the Ring of Remembrance restores Man-At-Arms' memory and transforms David into an adult once more.

MORAL HE-MAN. "Swimming is fun and good for you, but going in the water can be very dangerous ... on your planet as well as mine! But there's no chance that you'll lose your memory as Orko did, but the threat of drowning is very real. That's why it's important to be aware of the rules of water safety. Don't play jokes in the water. Always be sure to swim in an area where an adult is watching you. And never swim alone—go with a friend. Keep your swimming safe ... and live to swim another day!"

REVIEW What this episode has going for it is an overriding sense of magic; every single part of this episode pertains to Count Marzo's magical spells. Count Marzo himself is a great villain because he is a cunning nobleman instead of a muscle-bound villain that only wants to destroy. The heroes are given a good amount of screen time in this episode, and Orko, who appears more than most, is thankfully given a lot of good scenes laced with amusing dialogue. The direction in this episode is very clever in places, such as when it steers clear of standard scene transitions by finding interesting ways to change the scene. However, while the story is an enjoyable adventure with many great scenes, something feels missing throughout. **6/10**

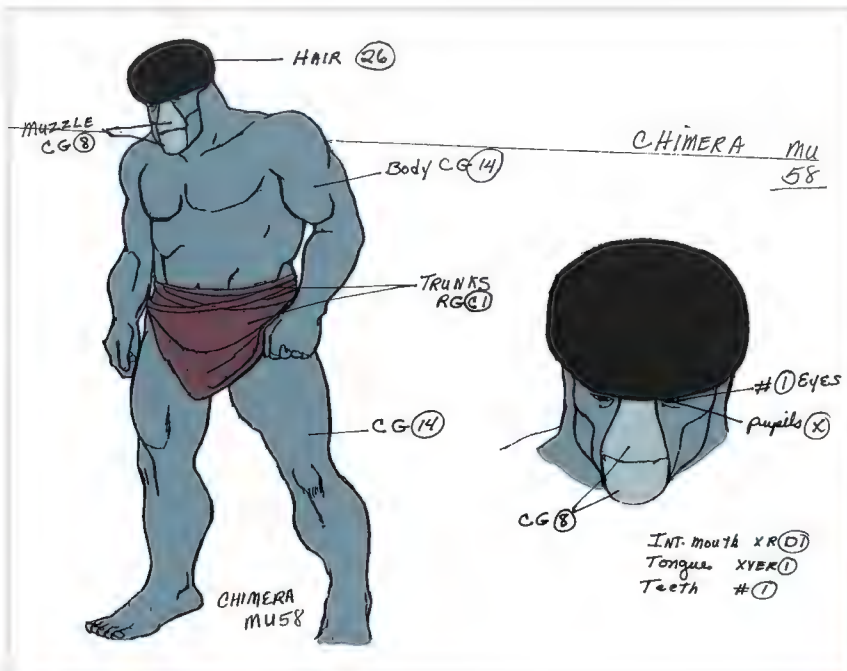


SAME/AS

The Well of Forgetfulness would appear in another Count Marzo episode, "Search for a Son," although it would be located in a completely different part of Eternia.

Two blue versions of Count Marzo's Pterror-dactyl would appear in "Search for a Son."

The animation of He-Man blowing away the freezing fog would become stock and be used in many episodes, including "The Rarest Gift of All," "Betrayal of Stratos," "A Trip to Morainia," "Just a Little Lie," "The Greatest Show on Eternia," and "Happy Birthday Roboto."



DELETED SCENES

In the script He-Man and Teela's battle with Chimera is more interesting. He-Man leaps at Chimera, who makes himself transparent, leaving He-Man trapped inside his body. When Chimera vanishes, He-Man falls out of his body and onto the floor. He-Man then rushes Chimera but fails to see a deep, narrow crack in the ground; Teela throws her staff across the pit so that when He-Man falls in, he is able to swing back out.

Originally, as He-Man runs around the Lake of the Lost to put the waters back where they belong, Battle Cat, Orko, and Teela all comment on his actions.

Instead of just holding the ring up to the sun in order to restore Orko's memory, in the script, He-Man uses a piece of crystal to act as a prism between the ring and Orko, bathing his face in the ring's power.



TRIVIA

- This is the first appearance of Count Marzo; here he is less angular looking than he would appear to be in later episodes.

- Count Marzo's ally Chimera sports a look that is vastly different than in his two subsequent appearances.

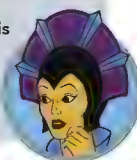
- In the script it is stated that Count Marzo's gun-like Vaporizer should be "non-imitative."

- In the script Count Marzo's vehicle is called a "Doom Buster"; the same name is given to Skeletor's as-yet-unseen ship.

- When He-Man blows away the freezing fog they use a pan background of the Evergreen Forest, which clearly shows the Royal Palace in the distance.

- Count Marzo and Chimera would not appear in the series for another fifty-four episodes.

- The character models for this episode were finalized on August 3, 1983.



BONUS THE POWER OF HE-MAN: He-

Man runs incredibly fast around the Lake of the Lost, creating a waterspout, and is somehow able to transport the water into a dry lakebed. A short while later, he performs the same feat again in order to transport the water back to its place of origin.



THE WITCH AND THE WARRIOR

CAST Battle Cat, Clawful, Cringer, Evil-Lyn, He-Man, Kothos, Mallek, Man-At-Arms, Orko, Prince Adam, Skeletor, Teela



MEMORABLE QUOTES

"This is all your fault! I'm powerless and stranded in the middle of the desert!" [Evil-Lyn blames Teela for the actions of Kothos]

"I have no loyalty to Skeletor. It's his power I want. Someday, I'll seize it from him, and then all Eternia will feel my might!" [Evil-Lyn reveals her future plans to Teela]

"We make a nice team, you and I." [Evil-Lyn reflects on her time spent with Teela]

"Mallek, I think that's the closest Evil-Lyn will ever come to saying thank you." [Teela carefully observes Evil-Lyn's nonconfrontational departure]



Right: Clawful was the first new addition to the core cast of characters in the series, although he failed to resemble his action figure.

SYNOPSIS Mallek, the wizard of Stone Mountain, is serving as the magical guardian of the Fountain of Life at Aridan. Numerous attacks from the evil wizard Kothos lead Mallek to contact his friends in the Royal Palace for help, prompting He-Man and Teela to journey across the desert to aid him.

At Snake Mountain Skeletor sends out Evil-Lyn and Clawful to claim the Fountain of Life for him.

He-Man and Teela meet with Mallek, but within moments they are attacked by Kothos. As He-Man battles one of Kothos's Sand Monsters, Evil-Lyn sneaks into the temple and overpowers Mallek with ease, but Teela appears to defend the fountain. Meanwhile, He-Man defeats the Sand Monster but is dragged by Clawful under the sand and into the caverns below the desert.

As Evil-Lyn and Teela duel inside the temple, it begins to rise high above the desert. The confusion brings their battle

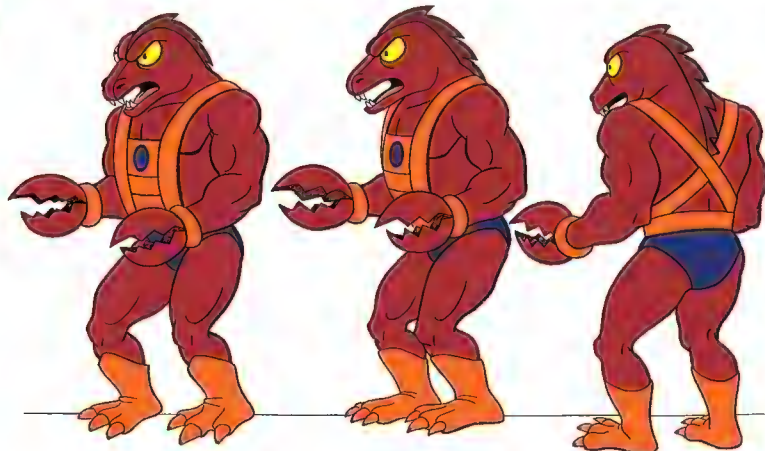
to a halt. Kothos appears and steals all of Evil-Lyn's magical powers, placing them in a Crystal Gem. He then transports both Evil-Lyn and Teela to the desert, where they realize that in order to survive the dangers of the desert, they must work together.

He-Man defeats Clawful and travels to Mallek's house, where Man-At-Arms, Cringer, and Orko meet him. He-Man transforms Cringer into Battle Cat, and the heroes head for Kothos's stronghold in the mountains, where he now harbors the Fountain of Life.

Evil-Lyn and Teela learn much from each other, realizing that they make a formidable team. The pair manage to trick their way into Kothos's stronghold, with Evil-Lyn regaining her powers just as He-Man and his friends arrive to battle Kothos's Orc Guards. Evil-Lyn duels with Kothos, transforming him into a Sand Slug. The temple crumbles on top of Evil-Lyn, and the heroes use the Fountain of Life to save her.

MORAL **TEELA.** "I've been in a number of difficult situations, but none of them were tougher than trying to get along with Evil-Lyn! And yet, I found that if you make the best of a bad situation, you can come out a winner. So when things go wrong, instead of feeling sorry for yourself, try to work it out—with a smile! You might surprise yourself when you see how well it works. Until next time..."

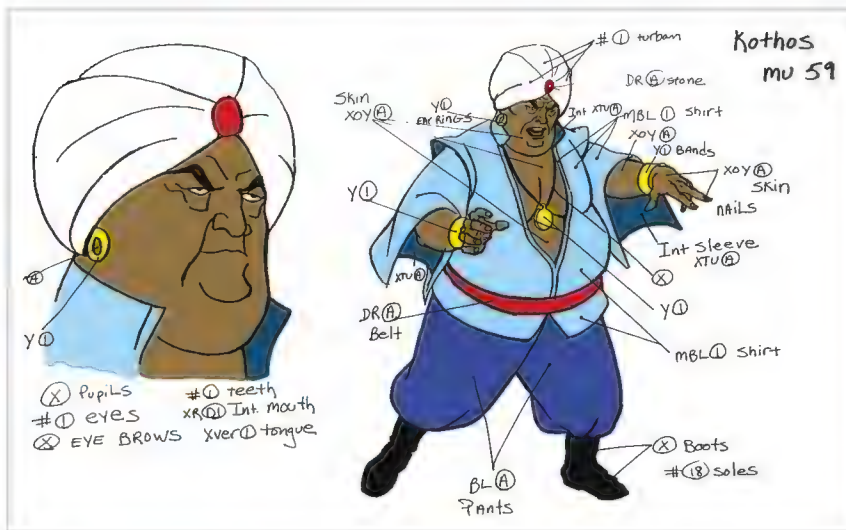
REVIEW From the moment the series was created, it was always notable that Teela and Evil-Lyn appeared to mirror one another, not only in their respective costumes, but also in their strong, individual personalities, which often overshadowed those of their male counterparts. With this in mind, Paul Dini manages to explore Teela and Evil-Lyn's personalities quite naturally, without the need for a forced heart-to-heart. The story itself is nothing spectacular, but the dynamic between the two works better than it does in any other episode. The change of scenery and the inclusion of Mallek and Kothos, while good, never even comes close to the story we want to stay with throughout the episode: the story of Teela and Evil-Lyn. **7/10**



SAME/AS

The exterior shot of Aridan is briefly seen as the village of Calash in "House of Shokoti" Part 1.

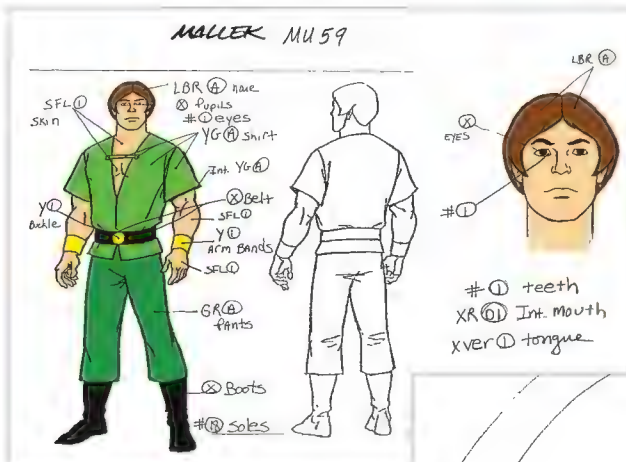
The design of the Sand Devil would be reused for the Scarg in "Trouble in Trolla."



DELETED SCENES

Just before his battle with the Sand Monster, the script has He-Man tell Teela and Mallek, "I'll take care of Sandy, here!"

In the episode it appears that Mallek witnesses Cringer transforming into Battle Cat, but the script states that Mallek walks out shortly after, unaware of what just took place.



Left: Although Mallek is a returning character, a new model sheet was created for him.



TRIVIA

- In the script Kothos is described as the “Eternian equivalent of Sydney Greenstreet,” a characterization to which John Erwin adheres.

- The scene with Clawful crashing through Snake Mountain and Skeletor realizing that one of his warriors has failed was added at the very last minute.

- This episode is the only one in which we see Evil-Lyn without her helmet, revealing her striking short white hair; in the script Paul Dini stated that he wanted her hair to be black.

- This is the second of the two times we see Teela without her tiara; the first is her appearance in "Eternal Darkness."

- When he reappears in "Revenge is Never Sweet," Kothos's entire costume and skin color have changed dramatically.

• This episode is one of three connected episodes: with the return of Mallek, it is a sequel to "Wizard of Stone Mountain," and the ongoing feud between Evil-Lyn and Kothos created in this episode would spawn the sequel "Revenge is Never Sweet."

- This episode was voted by the storyboard artists as one of the episodes that did not translate well from storyboard to screen in their satirical Filmmation Awards.

• An aborted design for the Sand Devil that attacks Teela and Evil-Lyn showed a creature more reptilian in appearance. It was illustrated to have three eyes, a beak, six octopus-like arms, and a slithering body with a tail.



THE RETURN OF GRANAMYR

CAST Braylok, Brindle, Granamyr, He-Man, Lyra, Man-At-Arms, Prince Adam, Shadow Wing, Sorceress, Torm, Zem, Zoar

SYNOPSIS The Sorceress summons Prince Adam and Man-At-Arms to Castle Grayskull, where she reveals a message from Granamyr. He-Man and Man-At-Arms fly out to Darksmoke to meet with Granamyr.

At first the dragon is not pleased to see Man-At-Arms, whom he considers to be an uninvited guest. But Man-At-Arms thanks Granamyr for saving him and speaks with nothing but respect, prompting Granamyr to let him stay. Granamyr informs the pair that Torm, the youngest dragon in Darksmoke, wishes to marry a young female human, Lyra, but that her father, Brindle, demands a test. As the dragon code forbids Torm to become human until the girl has pledged herself to him, He-Man is asked to be Torm's human champion.

At Brindle's castle, Zem, a jealous wizard who wishes for Lyra to be his bride, is sent away. He-Man and Man-At-Arms are welcomed by Brindle and invited to spend the night in his castle. During the night Zem

summons Braylok, a demon of the night, to take He-Man back to his dimension. But He-Man, Man-At-Arms, and Brindle are able to defeat Braylok.

The following day, He-Man enters Brindle's maze to retrieve the Silver Apple from the Tree of Many Fruits, while Granamyr and Torm view the events from Darksmoke. He-Man manages to pass all the tests that the maze presents to him, but upon obtaining the Silver Apple, Zem appears and steals it. He-Man manages to take back the Silver Apple, promising that he will not speak to Brindle of Zem's interference.

Zem, dismayed by the impending marriage, summons Shadow Wing, Granamyr's ancient enemy. Shadow Wing attacks Darksmoke and battles Granamyr, with He-Man doing his best to help. Granamyr defeats Shadow Wing, sending him to the Realm of Demons. Torm is transformed into a human and marries Lyra.

MORAL **KING RANDOR.** "Helping his dragon friends sure kept He-Man busy today. And Brindle's tests were pretty tough. In one of those tests to prove his courage, he was challenged to a fight. But He-Man wouldn't fight." **HE-MAN.** "The fact is fighting never proves anything. Trying to find a peaceful way to settle a problem is usually the best way. And if someone calls you a coward or a chicken, don't let it worry you. It often takes more courage not to fight. Until later . . . bye now!"

REVIEW Unfortunately, Larry DiTillio is unable to repeat the success of "The Dragon's Gift" with this episode. There are numerous entertaining factors throughout this script: the love story, the jealous admirer, the quest through the maze, and the revenge story tagged on to the very end. The downside is that this episode suffers from an average guest cast. While Brindle is an interesting character, the villain of the piece, Zem, is barely worth mentioning. This story's greatest creation, Shadow Wing, is thrown in at the last minute and feels like nothing more than an afterthought. The saving grace of this episode is in the direction and the all-too-brief scenes with Granamyr. **5/10**

MEMORABLE QUOTES

"You show good sense for a human. You may stay." [Granamyr acknowledges the respect shown by Man-At-Arms]

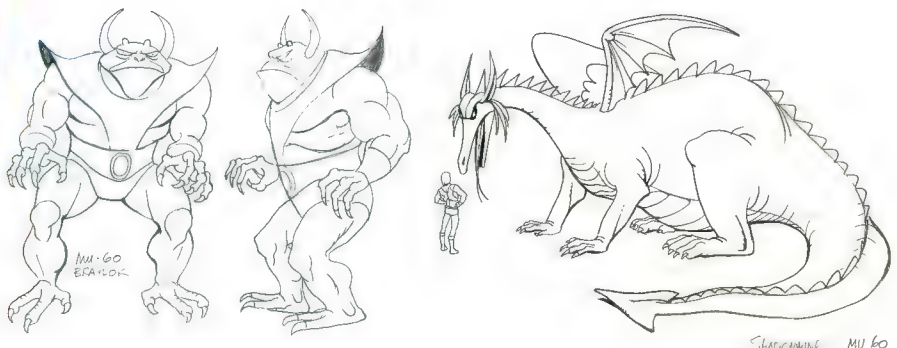
"She is small and foolish like all humans, but love blinds even dragons at times." [Granamyr thinks little of Torm's future human wife, Lyra]

"If you fail, my ears will ring for the next thousand years with the moans of this love-sick hatchling. It is a thought that frightens even me!" [Granamyr seldom shows fear]

"Out of my way, oaf!" [Zem shows little respect for He-Man]

"Anybody want to go to a wedding?" [He-Man announces the completion of his mission]

"By the Ancients, I've never seen such power." [Man-At-Arms is impressed with Granamyr's abilities]

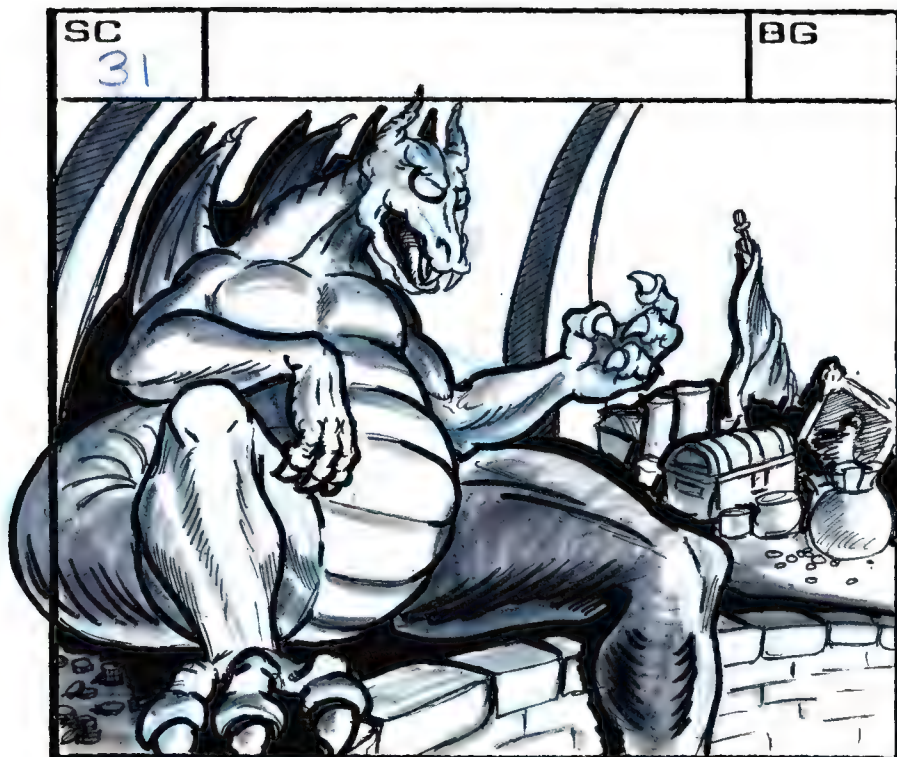


SAME/AS

The sword fight between Prince Adam and Man-At-Arms is based on a rotoscoped sequence that was previously used in "The Dragon's Gift."

There is much character model reuse in this episode. Brindle and Zem are based on the character

designs for Zikran and Jarvan, respectively, from "A Friend in Need"; Braylok is Aroo from "Masks of Power"; and the Gorgeous Woman in the maze is Lady Valtira from "The Sleepers Awaken" after she has renounced her evil ways.



TRIVIA

• Writer Larry DiTillio and storyboard artist Robert Lamb had previously worked together on "The Dragon's Gift," the prequel to this episode.

• This episode was written strictly because many demanded the return of Granamyr.

• In the model sheet for Granamyr, the artists detail how his wings actually grow in size before he flies. This is never really acknowledged during the course of the series.

• Hal Sutherland posed as Granamyr for Robert Lamb, enabling him to illustrate the dragon's relaxed pose in his storyboards.

• Influenced by techniques he had seen in Japanese anime, Robert Lamb played with the scene directions in his storyboards, allowing the camera to move as if from a first-person perspective.

• The character of Torm is voiced by Alan Oppenheimer.



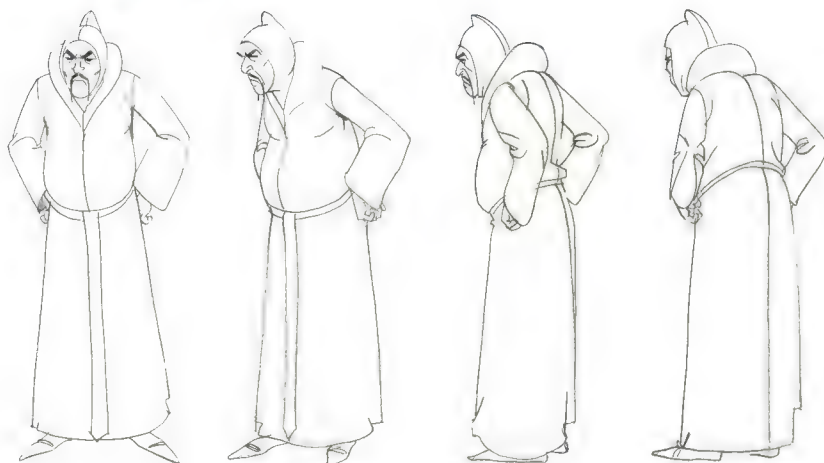
Below: Zem was originally conceptualized with an all-new design. Later, it was decided that he would simply reuse Jarvan's character model from "A Friend in Need."

DELETED SCENES

In the script it is indicated that we see He-Man asleep in his bed. At one point Braylok's glowing claw hovers over his face, ready to take him to the Realm of Demons.

In a removed scene, Lyra comments that He-Man has been in the maze for hours. Brindle says to Man-At-Arms, "Love makes minutes into hours for the young."

In the script the woman in the maze that tempts He-Man with the fake Silver Apple is called "Gorgeous Woman."



PAWNS OF THE GAME MASTER

CAST Battle Cat, Beast Man, Cringer, Game Master, He-Man, Kraggox, Orko, Prince Adam, Ram Man, Sorceress, Teela



MEMORABLE QUOTES

"There's a real charmer inside you, Adam, and I like that fellow a lot!"
[Teela pays Prince Adam a rare compliment]

"Afraid of him? No. Afraid of his teeth and claws? Yes." *[Cringer's fear of his captor is very specific]*

"I never thought I'd see Adam play the hero." *[Teela is shocked after seeing Prince Adam fight Kraggox]*

"Just between us, Teela, what kind of a man would you prefer? Someone like Adam, or someone like me?" *[He-Man clearly enjoys his dual identity]*

SYNOPSIS A villain calling himself the Game Master tricks He-Man and Battle Cat into meeting him and his warriors in the Evergreen Forest. After a very brief battle, the Game Master explains that he wants He-Man to be one of his many warriors, but He-Man declines his offer. The Game Master leaves, but not before sending his spy to follow He-Man.

Back at the Royal Palace the spy watches as He-Man and Teela display great affection for one another. A short time later Teela is explaining to Prince Adam, who has been flung from the android horse, Strider, that he should just be himself, when the Game Master arrives with his warriors, intent on capturing Teela. During the skirmish Prince Adam's Sword of Power is taken by the Game Master, who tells him to deliver a message to He-Man: he must surrender himself at the Game Master's cosmic arena in order to guarantee Teela's safety. Prince

Adam watches helplessly as the villains depart with Teela as their captive.

Prince Adam, Cringer, and Orko formulate a plan to infiltrate the Game Master's ship. Cringer and Orko create a distraction while Prince Adam sneaks inside the ship to locate Teela. However, not long after gaining entry, Prince Adam is captured, along with Cringer and Orko, and taken to the arena.

Teela looks on in horror as she sees Prince Adam and Cringer in the arena, forced to do battle against Kraggox, one of the Game Master's warriors. During the battle Teela lies unconscious, Orko distracts everyone, allowing Prince Adam to retrieve the Sword of Power and transform himself and Cringer into He-Man and Battle Cat. He-Man battles the Game Master and wins effortlessly.

At Castle Grayskull He-Man and the Sorceress learn that Teela is quite surprised that Prince Adam could be a hero.

MORAL ORKO. "Today He-Man was forced to play a dangerous game by the Game Master. The Game Master bragged a lot about winning all the time, but he became angry when he lost and said it wasn't fair. Well, playing games can be a lot of fun, but boasting when you win or getting angry when you lose spoils the fun for everyone. And pretty soon, nobody will want to play with you. So take a tip from me: be a good winner and a good loser. You'll enjoy your games more and so will the people who play with you. Good luck and goodbye!"

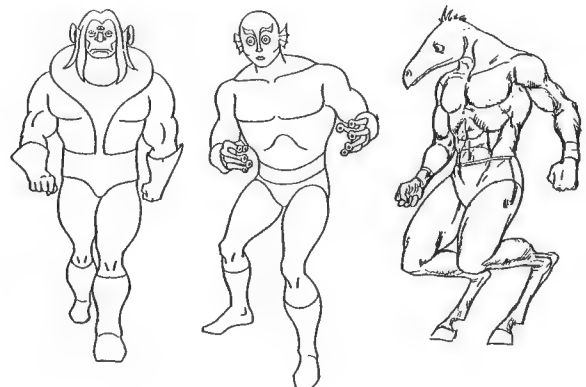
REVIEW In this episode Paul Dini once more crafts a beautiful tale by exploring Teela's relationships with both Prince Adam and He-Man. The way in which he does this is extremely clever; not once does he fall into the predictable traps that come with writing this type of episode. The dialogue between Prince Adam and Teela is beautifully written, and in their brief scene together, we not only get to see her affection for him but also, as she describes it, his charm. Even though this episode becomes an action-adventure story at the beginning of the second act, the script somehow maintains its quality, delivering an ending that is worthy of the character dynamics that have been established. 8/10



GAME MASTER
somewhere on this planet, I will find the perfect gladiator for my cosmic games. But who will it be?



GAME MASTER
The warrior known as Ram Man, perhaps?



SAME/AS

The Game Master watches footage of Ram Man fighting a dragon. The animation sequences are all taken from "The Dragon Invasion," though the action is staged during the day instead of at night.

The animation of Teela fighting the training robot is from "Ordeal in the Darklands"; this time, however, she is not blindfolded.



DELETED SCENES

In a removed scene, the Game Master notices that Orko has freed himself and commands the Bear Man to get him. Orko manages to avoid the Bear Man and free Teela.

In the script, after the Sorceress announces to the aliens that they are free to go home, they all cheer.



Left: Concept illustrations show He-Man fighting the Humanoid as Teela struggles with Bear Man.



TRIVIA

- Many alien characters were designed for this episode but never actually used.
- The Game Master's three main warriors are referred to in the script as Bear Man, Insect Man, and Humanoid.
- The android horse, seen in the previous episodes "A Friend in Need" and "The Royal Cousin," appears once more, though on this occasion Prince Adam calls it "Strider." This would be a prototype robot horse, as Stridor was being developed by Mattel and would not appear until "Origin of the Sorceress."
- The two giggling ladies in the palace grounds were previously seen in the episode "City Beneath the Sea."
- Some small pieces of dialogue in this episode were changed from Paul Dini's script during the recording session.



BONUS UNSHEATHING THE SWORD

OF POWER: Prince Adam's loss of the Sword of Power in this episode is the most believable of the series. It is true that Prince Adam, trying to impress the ladies while riding Strider, would wield the sword as if he were a warrior. His somewhat comical demonstration of his sword skills to Teela, after she states that he could never be a warrior like He-Man, is also credible. When the Game Master appears, prompting Teela to take the Sword of Power from Prince Adam, it feels very real, as she is his bodyguard and has no weapon with which to defend him. The Game Master's reasoning that he takes the sword as a "memento" is somewhat weak, but still convincing.

GOLDEN DISKS OF KNOWLEDGE

CAST Battle Cat, Beast Man, Cringer, Evil-Lyn, He-Man, Orko, Prince Adam, Skeletor, Sorceress, Trap Jaw, Zanthor, Zodac



MEMORABLE QUOTES

"It looks like the Sorceress is throwing some kind of far-out party!"

[Orko tries to make sense of the flashing lights emitting from Castle Grayskull]

"Skeletor is a constant threat to us because of the knowledge he gained from the Golden Disks! Because you betrayed us, Zanthor!" [The true extent of Zanthor's crimes is summed up by the Sorceress]

"We risk our necks going into Snake Mountain, we fight off Skeletor and all of his henchmen and a giant snake, and we get the disks, and what I wanna know is this... How come I never get any credit?!" [Orko rants nonstop]

SYNOPSIS The heroes are enjoying a peaceful picnic when the Sorceress summons them to Castle Grayskull. He-Man, Battle Cat, and Orko arrive to see the castle under attack by an unnatural force. He-Man suspects that it is not actually an attack, but rather someone trying to get the Sorceress's attention. The Sorceress uses her mystic mirror to reveal the identity of the intruder.

Zanthor, a criminal banished to the Phantom Zone many years before, appears on the screen, wishing to atone for his previous crime. He explains to He-Man that he was chosen by the Council of the Wise to be the guardian of the Golden Disks of Knowledge. However, in a moment of weakness, Zanthor betrayed Eternia by giving the Golden Disks to Skeletor.

Zodac arrives at Castle Grayskull, and Zanthor claims that he can return the Golden Disks, revealing that he now knows where they are hidden. The Sorceress and Zodac attempt to pass judgment on Zanthor, but He-Man decides that if Zanthor truly

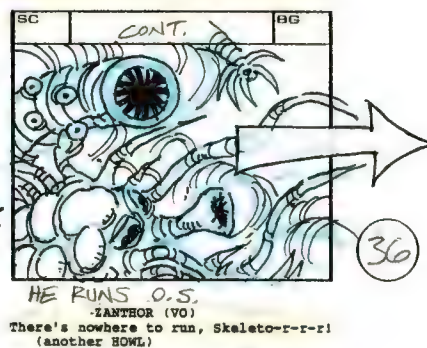
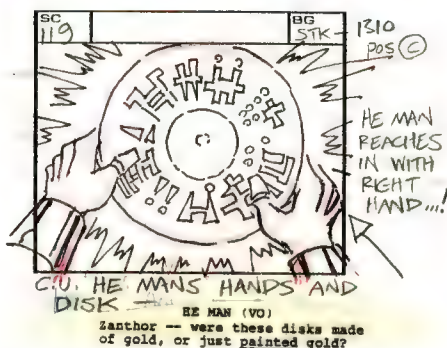
does want to make amends, then he will accompany him on his mission.

At Snake Mountain, He-Man, Battle Cat, Zanthor, and Orko find the vault that holds the disks but discover they are fake, much to Zanthor's surprise. Skeletor appears, capturing the heroes and stating that the fake disks were a trap for anyone that came looking for the real ones. Zanthor and Orko escape, and Orko manages to locate the controls, freeing He-Man and Battle Cat. As they prepare to continue their quest, Beast Man, Evil-Lyn, and Trap Jaw appear, but Skeletor, trying to recapture He-Man, accidentally imprisons the Evil Warriors.

As the heroes locate the real Golden Disks, Skeletor confronts them with a giant snake. Once again Skeletor attempts to convince Zanthor to give him the disks in exchange for power. Zanthor refuses, and Skeletor is left with the angry snake pursuing him through Snake Mountain. Zanthor is made a Cosmic Enforcer and joins Zodac in his journey throughout the universe.

MORAL HE-MAN. "In today's episode, Zanthor committed a crime. But when he was given a chance to make up for it, he came through with flying colors. You know, it's important to give our friends a chance to make up for their mistakes. Of course, if they continue to do wrong, we might want to think about whether we really want them for a friend or not. But many wrongdoers do see the error of their ways. All they need is a second chance. Everybody deserves that!"

REVIEW Numerous times throughout the series we see the heroes head to Snake Mountain in order to serve the plot of the episode. However, on this occasion the story of Zanthor and the Golden Disks works beautifully; the entire mission to Skeletor's lair feels worthwhile and purposeful. Once inside we are treated to many things that make Skeletor's lair incredibly exciting. Zanthor himself is a well-rounded character, voiced to perfection by Alan Oppenheimer. The inclusion of Zodac, especially at the beginning, immediately gives this episode an air of importance. Though the dialogue is average, the story itself is one to remember. 7/10



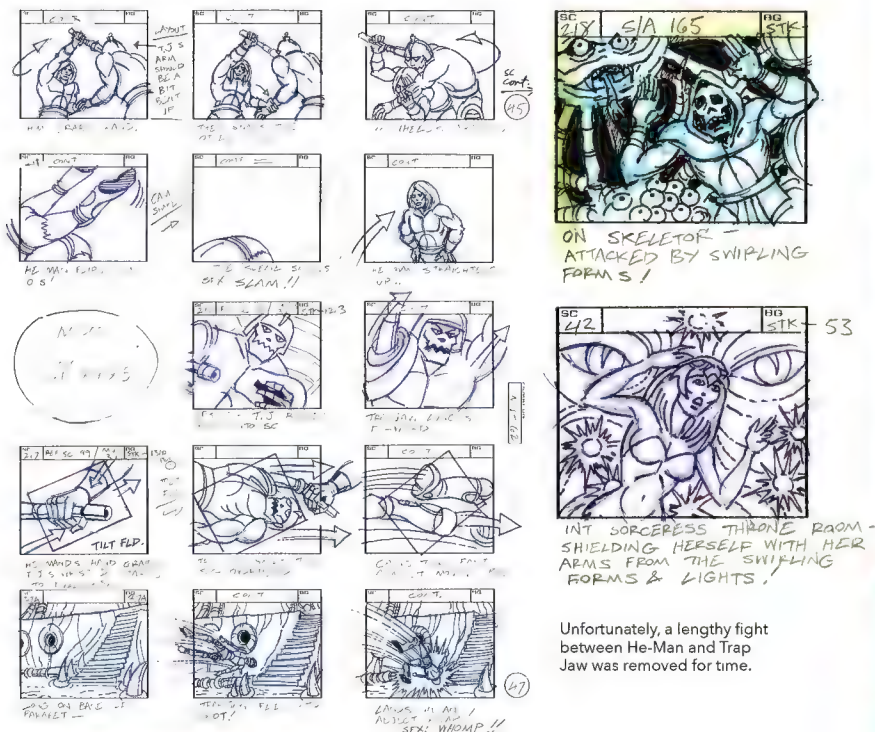
SAME/AS

Prince Adam's startled reaction to receiving a telepathic message from the Sorceress would also be used in "Disappearing Dragons."

Zanthor's character design was previously used for Kor in the episode "Ordeal in the Darklands."

Skeletor's vault, where the fake Golden Disks of Knowledge are stored, would be later used in the *She-Ra* episode "Battle For Bright Moon."

The scene where He-Man raises his fists, pounds them on the ground, and leaps into the hole would be used in "The Cat and the Spider."



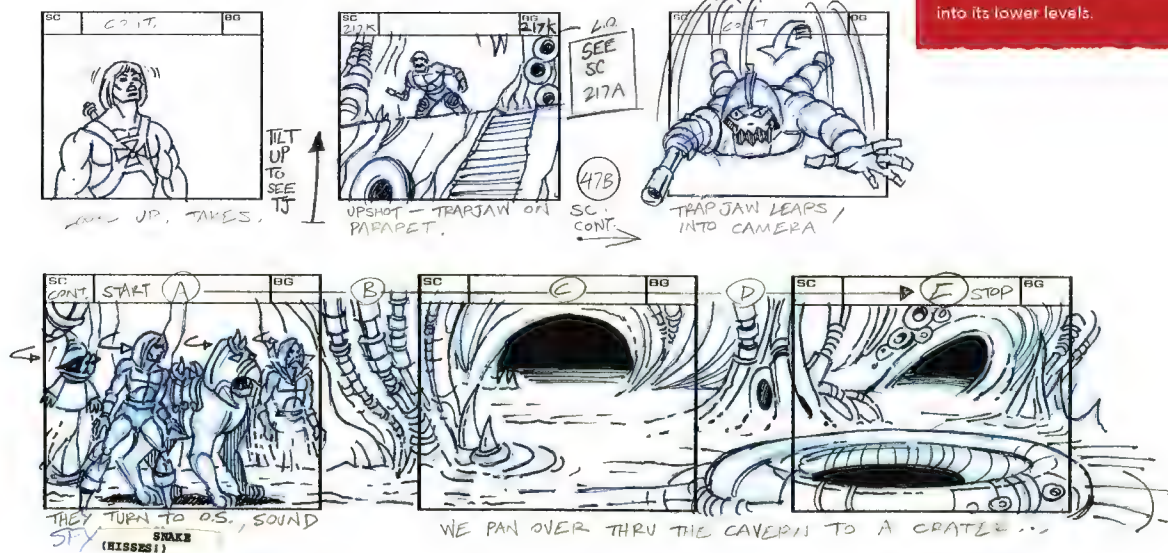
DELETED SCENES

In a scene removed from the episode, the Sorceress battles the images that appear before her inside Castle Grayskull.

In the script Skeletor stops the heroes in their tracks by detonating explosions, which create rubble to block the exits.

Originally, act 1 ended with Battle Cat insinuating that Zanthor had led them into a trap, with Zanthor protesting his innocence.

In the storyboards, a very lengthy physical fight between He-Man and Trap Jaw takes place. Interestingly, many of the backgrounds for this fight were illustrated but never used.



TRIVIA

• This script claims that Skeletor built Snake Mountain with the knowledge he acquired from the Golden Disks of Knowledge. When the Horde were introduced in the *She-Ra* series, this theory was forgotten, as it now appeared that a majority of Snake Mountain was built by the Horde.

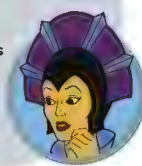
• This episode features one very quick shot of Trap Jaw's claw arm—the only time we see the toy-based attachment in the series.

• Skeletor claims that Snake Mountain was named after a giant snake—another detail that seemed to be forgotten after this episode.

• This episode marks the final appearance of Zodac.

• John Berwick, the writer of this episode, had previously appeared as Matt Prentiss in Filmation's live-action series *Space Academy* and *Jason of Star Command*.

• The character models for this episode were finalized on August 4, 1983.



BONUS WIZARD OF WEAPONS:

Throughout a battle in Snake Mountain, Trap Jaw uses his Lasatron to attack He-Man and Battle Cat. Shortly after he is imprisoned with his fellow Evil Warriors, for one brief shot, we see Trap Jaw with his claw attachment (one of three weapons that came with the action figure). This is the only time it appears in the series, even though it was designed as a primary weapon on his model sheet.

BONUS ENTERING SNAKE MOUNTAIN:

Zanthor reveals to the heroes a secret entrance he found during one of his many phantom trips to Snake Mountain; the entrance leads them into its lower levels.



THE HUNTSMAN

CAST Baron Grod, Battle Cat, Cringer, Gamrak, Growler, He-Man, King Randor, Prince Adam, Queen Marlena, Sorceress, Teela

SYNOPSIS Prince Adam, Cringer, and Teela are at Castle Grayskull visiting the Sorceress when they are suddenly contacted by the Sylani, the fairy folk that live in the Whispering Valley. They inform the heroes that Baron Grod is planning to hunt down the last remaining unicorn on Eternia. This enrages Teela, especially as there is no law against hunting.

Adam, Cringer, and Teela. The Wind Raider is violently pulled out of the sky by a tractor beam, and it is not long before the heroes find themselves prisoners of Gamrak.

Teela manages to escape, creating a lot of chaos in the process and giving Prince Adam and Cringer an opportunity to transform into He-Man and Battle Cat. Teela evades the Ogres as they pursue her through the tunnels and, along with He-Man and Battle Cat, succeeds in escaping.

The heroes arrive in the Whispering Valley to stop Baron Grod from capturing the unicorn, but the Sylani reveal they are too late. They travel to Baron Grod's castle, and during a duel with He-Man, Baron Grod accidentally resurrects one of his previously captured animals. The animal attacks him, but Teela saves his life. This prompts Baron Grod to free all the animals he has captured, and King Randor passes a law against hunting.

Prince Adam, Cringer, and Teela fly out to Baron Grod's castle, where they are warmly received by Baron Grod. Prince Adam pleads with Baron Grod not to hunt down the last unicorn, but he cannot see any reason why he should not. Baron Grod refuses outright, forcing Prince Adam to seek the assistance of his father, King Randor.

As the heroes make their way back to the Royal Palace in the Wind Raider, Baron Grod contacts his ally Gamrak, chieftain of the Ogres of the Mystic Mountains, and requests that he and his Ogres capture Prince

MORAL **TEELA.** "In today's story I was very angry at Baron Grod. I was supposed to try and talk him out of hunting the unicorn, but I kept losing my temper. And when you lose your temper, you can't think clearly. We all get angry at times but we should learn to control our tempers. It's better to stay cool and talk things out reasonably. Now, it's not always easy, but it's usually the best way to solve any problem. Until next time, bye."

REVIEW In this episode Larry DiTillio manages to bring a great deal of personality out of the characters by keeping the cast of familiar faces down to a minimum. Prince Adam, Cringer, and Teela all get a decent amount of screen time, but more importantly have wonderful exchanges of dialogue with one another; Cringer in particular is given some great material. When the heroes are captured by the Ogres not only do we sense an impending action scene, but the environment they are in adds much to the adventure. Larry DiTillio's message about not hunting animals for sport is a powerful one, and he scripts Baron Grod not as a villain but as a character that brings out strong emotions from the regular cast. **7/10**

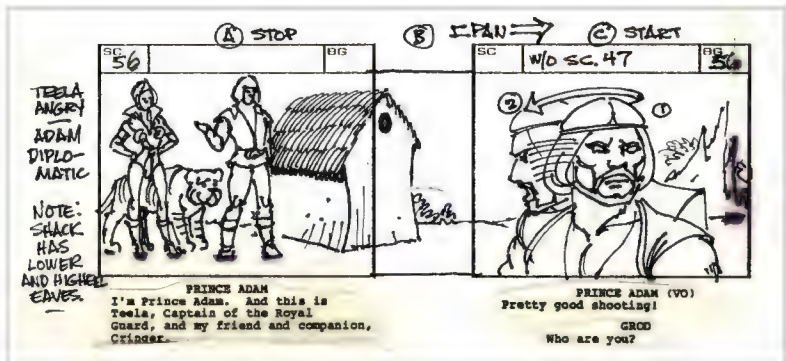
MEMORABLE QUOTES

"I'm sorry you live in such a creepy place, Sorceress." (Although he is pointing out the obvious, Cringer is not one for manners)

"If you ask me, he's almost as bad as Skeletor." (Teela has a strong opinion of Baron Grod)

"He probably wants to make me into a coat!" (Cringer worries after being complimented by Baron Grod)

"You have no right to hunt down the last unicorn for your own selfish pleasure!" (Prince Adam loses his cool with Baron Grod)



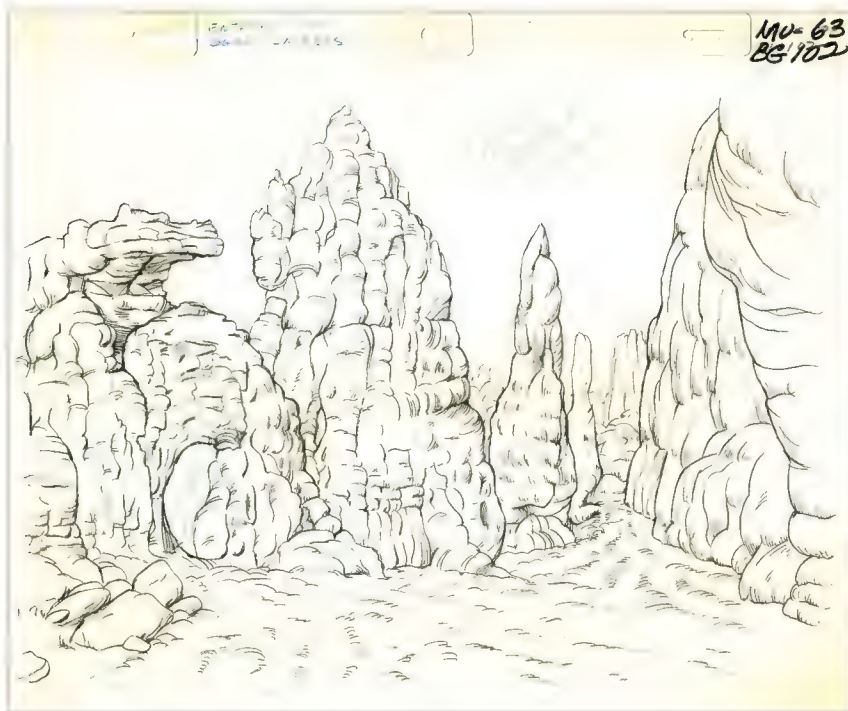
SAME/AS

The haunting music used at the beginning of this episode would most memorably be used in "The Problem With Power" when He-Man surrenders his powers.

Baron Grod's castle is the same as Skeletor's fortress in "The Time Corridor."

The animation of Cringer trying to hide behind Prince Adam would later be used in "The Gamesman."

The transformation joke that has Cringer darting around the corner to escape becoming Battle Cat was originally used by Larry DiTillio in "The Dragon's Gift."



DELETED SCENES

After Teela says that the thought of Baron Grod hunting the unicorn makes her mad, a brief removed line had Cringer agreeing, "Me, too!"

A removed scene had the Sorceress conversing with Prince Adam, Teela, and Cringer as they board their Wind Raider outside of Castle Grayskull.



Left: The character model for Gamrak shows an Ogre with a savage nature.



TRIVIA

- Larry DiTillio wrote this episode as a politically themed script about the hunting of animals. He claims that after it aired, Filmation received angry letters from people that supported hunting for sport.

- Tom Sito animated the scene with Cringer trying to hide behind Prince Adam as Growler takes an interest in the cowardly cat.

- In the storyboards Growler is not a robotic dog, but rather one of Zalt's Mechacats from "Orko's Missing Magic."

- It is notable that when Baron Grod takes the unicorn captive, he is using Skeletor's Basher ship.

- In the script, the ape-like creature with tentacles and a parrot beak that grabs He-Man is called a Squigilla.



THE REMEDY

CAST He-Man, Man-At-Arms, Mitro, Prince Adam, Rohad, Sorceress, Spirit of Mount Zelite, Teela

SYNOPSIS At the Royal Palace, Prince Adam and Man-At-Arms are testing a new invention when Teela arrives and informs Man-At-Arms that his old friend and former teacher Rohad is sick and slowly dying.

Prince Adam and Teela journey with Man-At-Arms to Rohad's home, where Mitro explains to the heroes that while searching for Mitro's grandson in the Tundra Caverns, Rohad was bitten and fell ill within seconds. Teela remains at Rohad's home to take care of him, while Prince Adam and Man-At-Arms journey to Castle Grayskull. The Sorceress tells them that Rohad has been bitten by the rare and venomous Dauber and is now filled with its poison. She reveals that the only antidote is an herb called Vimward that grows in a cave at the top of Mount Zelite in the Crystal Mountains.

He-Man and Man-At-Arms begin their journey in the Wind Raider as Man-At-Arms recalls an amusing story involving Rohad and their synergetic time machine. As Rohad

continues to get worse, the Wind Raider is forced down by harsh weather conditions.

Leaving Man-At-Arms behind to work on the Wind Raider, He-Man races on foot across Eternia to obtain the Vimward but encounters many obstacles along the way, including an octopus and a whirlpool. Having passed through the Vine Jungle, He-Man frees a Takdryl from the web of Crybon.

Soon He-Man stands atop a ledge opposite Mount Zelite. He-Man attempts to leap the gorge, but fails and begins to fall to his death. Out of nowhere the Takdryl reappears, swoops down, and saves his life. After pleading with the Ancients, He-Man manages to obtain the Vimward.

Flying back to Rohad on the Takdryl, He-Man encounters a Mandrone, but working together, he and the Takdryl defeat the Mandrone. He-Man arrives just in time to save Rohad's life, earning Man-At-Arms' gratitude.

MORAL TEELA. "Today Man-At-Arms and He-Man showed us the true meaning of friendship. When Rohad was sick, Man-At-Arms rushed to his side and did everything in his power to help. And He-Man risked his life to assist Man-At-Arms. How would you like to have a friend who will be there to take care of you when you're sick? Who will see you through bad times as well as good? Well, most of you have. They're your two best friends . . . your mother and your father!"

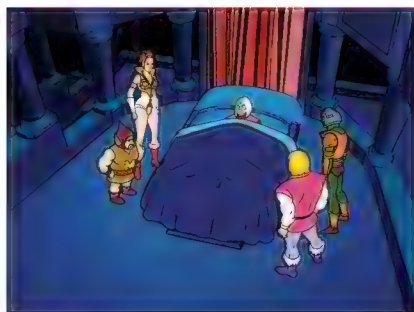
REVIEW This episode stands out from the rest of the series—not because it is an amazing episode that delves into the personalities of its cast, but because it is unique. We are given a plot seen many times before, but the way in which this one is executed is nothing short of amazing. For much of the episode we see He-Man in numerous action scenes, all of which, it should be noted, are fantastic. The script cleverly balances these scenes against ones of Rohad's slow death. Not only does this episode have a great deal of action and adventure, but it also has a lot of heart, as evidenced by not only the terrific voice acting, but also the character interaction between He-Man and Man-At-Arms. 7/10



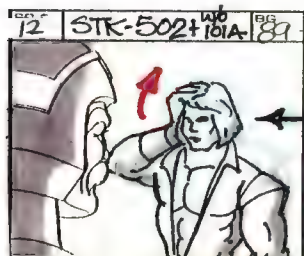
MEMORABLE QUOTES

"If kneeling and begging is what you want, there is no shame in doing so." [He-Man begs the Ancients for the life of Rohad]

"And for what you did, thank you, dear friend." [Man-At-Arms reaffirms a great friendship with He-Man]



H/M PUTS W/CORD IN BOOT



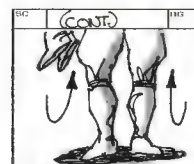
PRINCE ADAM
Again? That's twelve times
already.



ROHAD BENT OVER BOY -



M/A/A TURNS AND
STARTS WORKING ON
DEVICE



MAN AT ARMS (VO)
Suddenly, there was a giant flash.

SAME/AS

He-Man's awkward-looking flip over a large branch would later appear in "Capture the Comet Keeper" and is based on a piece of animation from Filmation's *Tarzan* series.

The Takdryl that helps He-Man toward the end of the episode is actually based on the character model of Warlock, Blackstar's ally from the *Blackstar* series.

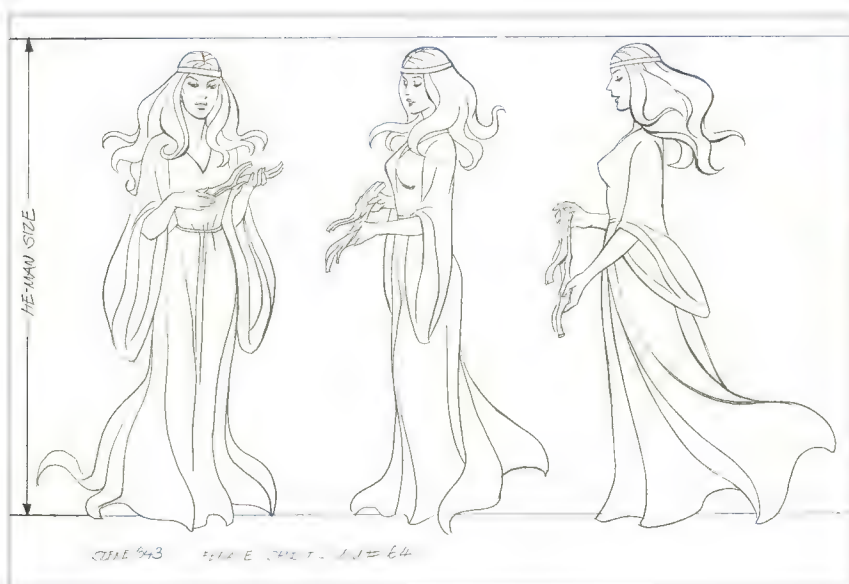
Due to some understandable confusion, the Takdryl was mistakenly colored as Warlock in numerous animation sequences. These sequences had to be completely repainted and reshot.



DELETED SCENES

When Man-At-Arms tells He-Man the story of how he accidentally ruined the synergetic time machine experiment, He-Man was originally scripted to comment, "I'll bet he was mad at you."

In a removed scene, He-Man attempts to use Man-At-Arms' web cord to reach the cavern at the top of Mount Zelite, but the beam fails to reach the target.



TRIVIA

- Storyboard artist Michael Swanigan proposed to reuse the character model of Balkar from the *Blackstar* series for the design of Mitro.

- On this occasion, the Sorceress addresses the heroes in a different part of Castle Gray-skull instead of the throne room.

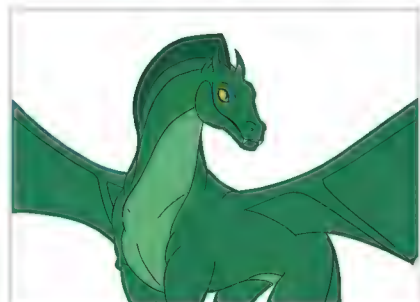
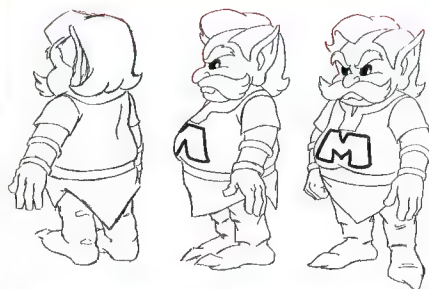
- This episode is very odd in that nearly every transitional scene is bookended by a fade to black and a fade from black.

- For the first time since "Teela's Quest," we see Man-At-Arms as a youngster.

- Bill Reed, the director of this episode, was also an animator throughout his time on the series.



BONUS THE POWER OF HE-MAN: Although no real feats of strength are shown, during his journey to Mount Zelite, He-Man demonstrates his mighty endurance, traversing a great deal of Eternia and overcoming many an obstacle.



Above: Michael Swanigan wanted to pay homage to Filmation's *Blackstar* series. His reuse of Blackstar's steed Warlock as a Takdryl led to numerous sequences in which the Takdryl was mistakenly painted as Warlock! These were hurriedly corrected for the episode.



THE HEART OF A GIANT

CAST Battle Cat, Cambro, Cringer, He-Man, Keeper, Man-At-Arms, Orko, Prince Adam, Stratos



MEMORABLE QUOTES

"Well, this is just great! I start out the day looking for Salk Weed and I wind up as part of a circus sideshow!" *[Orko is at his angriest]*

"There are still many of us who judge a person by his appearance. But we're learning not to. Perhaps from the example of your intelligence and courage, more will learn." *[He-Man's speech gives hope to Cambro]*



SYNOPSIS Prince Adam, Cringer, Man-At-Arms, and Orko are searching the Evergreen Forest for Salk Weed as a storm begins to threaten. The group splits up, and Orko comes face to face with a giant man. Orko attempts to fly away but slams into a tree, knocking himself unconscious.

After the storm passes, Prince Adam and Man-At-Arms are wondering about Orko's whereabouts when the giant appears and drops off the unconscious Trollan with a bag of Salk Weed. The heroes muse as to the identity of the giant, guessing that he could be a spy for Skeletor or someone in need of help.

In the skies over Eternia, the Keeper, in his large cargo ship, monitors the action below. He sees the giant and manages to catch him with a ray that pulls him up toward his ship. He-Man attempts to rescue the giant but fails, just as Orko is also captured by the Keeper. The Keeper departs, but not before

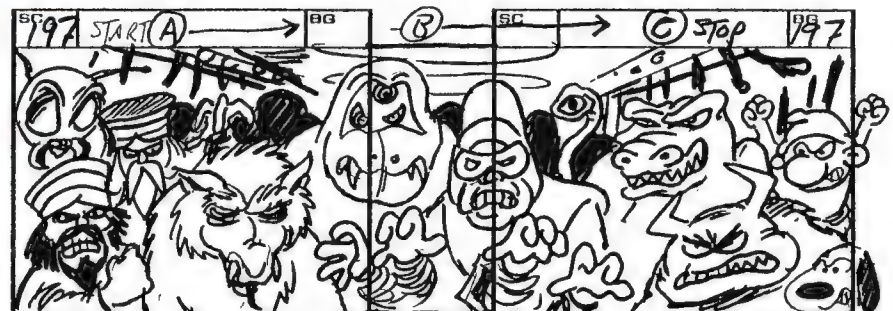
leaving the heroes with Scorpio, a large scorpion-like creature that pursues them.

Meanwhile, aboard the ship, the giant introduces himself to Orko as Cambro, a man who has come to seek sanctuary in nature due to his great size and fearsome appearance. He and Orko team up and successfully contact He-Man, who has now defeated Scorpio, informing him that the Keeper is headed toward Avion to capture Stratos.

In Avion, He-Man, with the help of Stratos, manages to smash through the hull of the ship and free all the imprisoned creatures that the Keeper has trapped. The creatures prepare to attack the Keeper, who proves to be a coward, but Cambro stops his friends from attacking, warning them that they should not spoil their freedom with hate. When Man-At-Arms learns of Cambro's intelligence, he asks the giant to become his lab assistant back at the palace.

MORAL ORKO. "Today I learned something about judging other people by the way they look. Just because Cambro looked different I was frightened of him and thought he was some kind of monster. But he turned out to be kind, gentle . . . and smart! I hope you'll try to remember not to judge people by the way they look . . . and not to make fun of them if they look different. People deserve to be judged on their words and especially on their actions. From now on, I'm going to give them a chance . . . I hope you will, too. Bye!"

REVIEW The opening to this episode has to be one of the most atmospheric of the series, as we are treated to an incredibly eerie storm that creates images from the shadows it casts. This story has numerous elements that should make it a good episode, but somewhere along the line it fails. The heroes in this episode seem to do very little, and often it feels as if they are merely bystanders, especially when Orko and Cambro begin to act as a team. The Keeper himself is a pretty uninteresting character, spouting dialogue that is neither memorable nor beneficial to the plot. And sadly, as well defined as Cambro is, his unemotional voice makes it hard to feel any connection to the character. 4/10



HE MAN (VO)
But what are you going to do now?

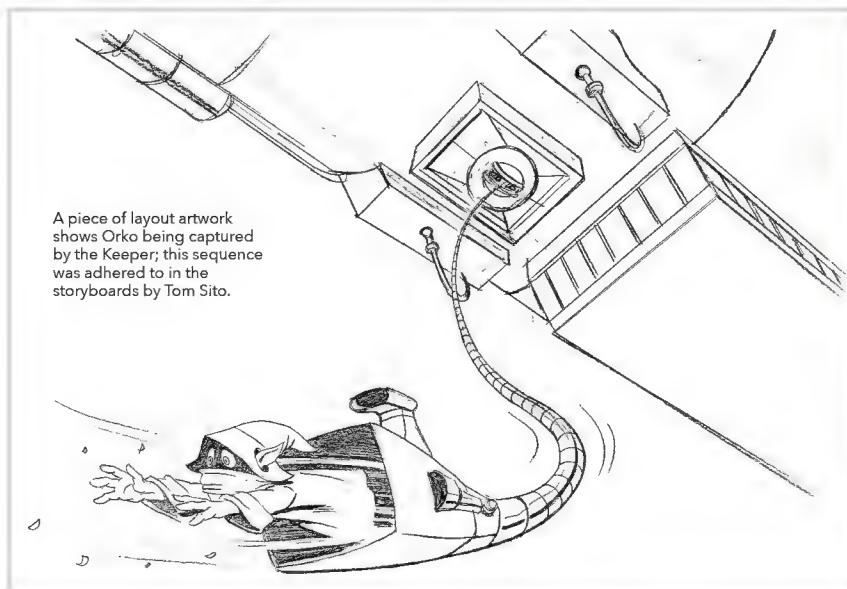
SAME/AS

The animation of He-Man punching a hole in the hull of the ship was animated by Tom Sito and later used in the *She-Ra* episode "Sera Makes A Promise," which he directed.

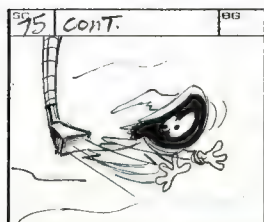
The Keeper's creatures are as follows: Bakkull and a Fish Man from "Teela's Quest," a Slotto from "Evil-Lyn's Plot," a Cavern Monster from "Reign of the Monster," Gark from "Orko's Favorite Uncle," Gorgon from "The Defection," an Ice Hacker from "The

Dragon's Gift," and Tik Tok and Zalt from "Orko's Missing Magic."

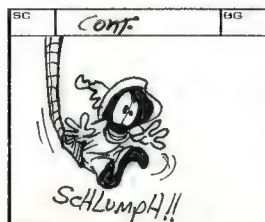
The character designs for the Keeper and Cambro would be reused also. The Keeper would become Lord Todd in "The Gamesman," and Cambro would appear as the Tinger from "Monster on the Mountain." Even the Keeper's ship would be reused as the Space Pirates' ship in "One for All."



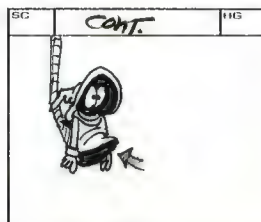
A piece of layout artwork shows Orko being captured by the Keeper; this sequence was adhered to in the storyboards by Tom Sito.



THE SNUOUT ACTS LIKE A VACUUM SUCKING ORKO INTO IT.



AFTER SOME RESISTANCE, ORKO'S TOSH GETS STUCK IN THE DEVICE.

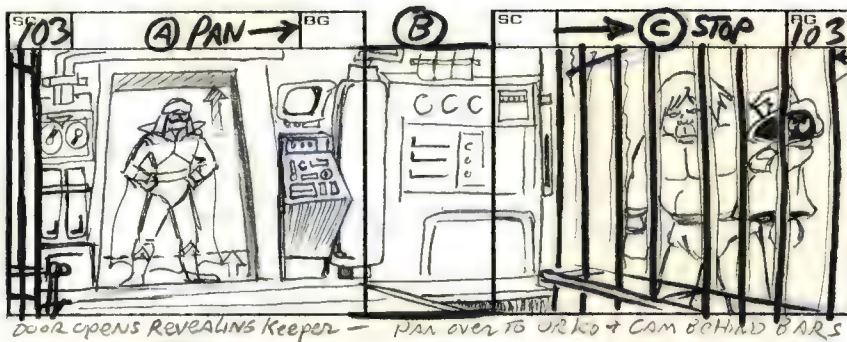


THE MACHINE RAISES ORKO BACK AND UP O.S.

DELETED SCENES

In the script, prior to his meeting with Cambro, an hourglass comes out of Orko's hat just seconds before it starts to rain, much to his displeasure.

In the original script the character model of Zalt from "Orko's Missing Magic" was not listed to be a part of the sideshow. He was later included in the script revisions.



DOOR OPENS REVEALING Keeper - PAN OVER TO ORKO + CAM BEHIND BARS

KEEPER
Well, well, well. And how are my two newest prizes?

ORKO
(sarcastic)
Just rotten, thanks!

TRIVIA

- The title card of this episode features an accompanying musical score exclusive to this episode.

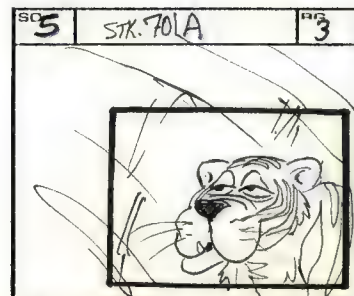
- When released on video in the US, this episode was missing the title card.

- Scorpio was originally designed to be more humanoid, but this was changed before production began.

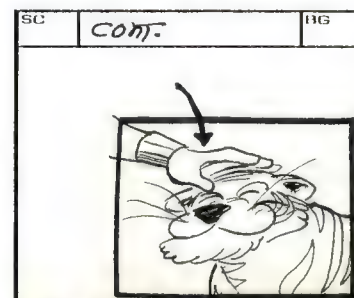
- Scorpio was voted by the storyboard artists as one of the "Worst Monsters" in their satirical Filmmation Awards.

- In his storyboards for the crowd shot toward the end of the episode, Tom Sito illustrated both Snoopy and a Smurf.

- Robby London, the writer of this episode, would later become the executive producer at DIC.



C.U. CRING
CRINGER
Good idea. You three look for the weed and I'll go back to the Palace!

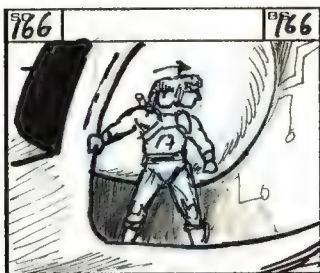
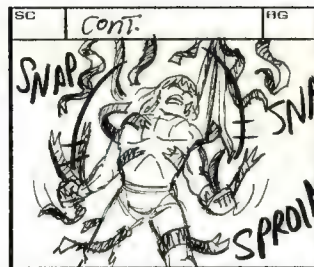
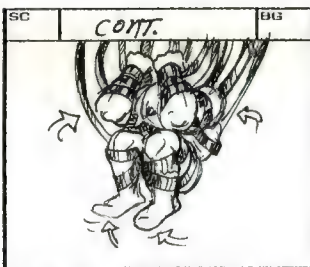


DAAMS HAND INTO SC-PET'S CINGER.
ADAM
(teasing)
That's my hero!

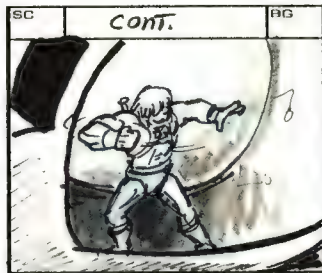




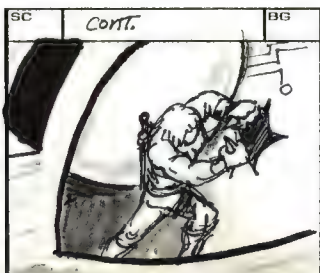
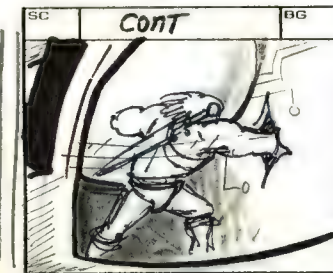
He MAN RESTRAINED - He CURLS UP - AND EXPLODES THE STEEL BANDS AROUND HIM.



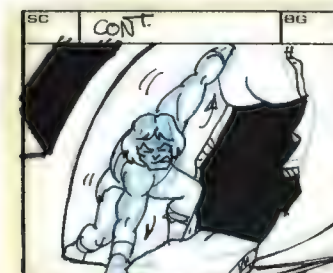
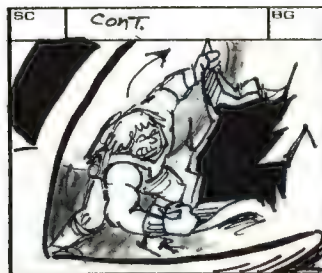
He MAN RUNS TO THE ENTRANCE TO THE SHIP



He punches A Hole IN THE Hull.



Then He MAN peels the Hull open.



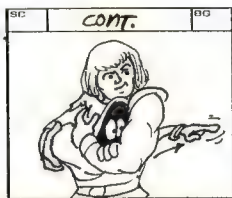
HM PULLS THE HULL WIDE OPEN--

Tom Sito's expressive storyboards showed He-Man performing dynamic acts of physical strength—these would not always be realized in the production of the show.



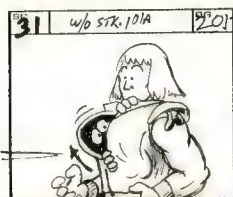
ORKO ZIPS FROM O.S. INTO ADAM'S HANDS

ORKO (panicky)
Adam,
quick - become He Man!

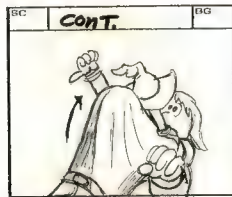


ORKO FRANTICALLY GESTURES.

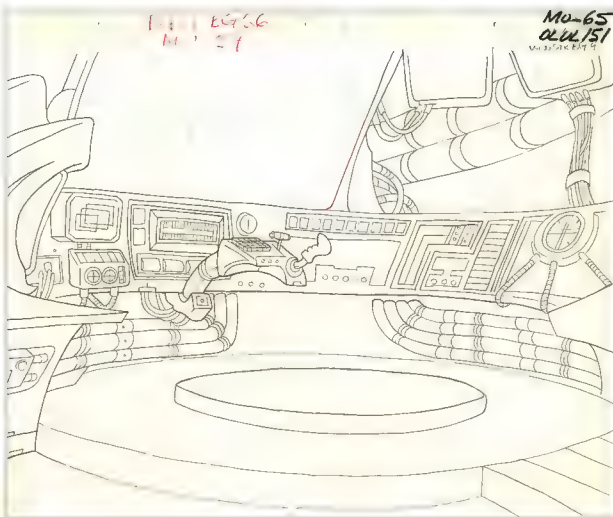
ORKO (con't)
There's a giant monster in there!



ORKO PEEKS OUT FROM ADAM'S SHIRT
Now tell us what happened.
ORKO - PEEPING OUT FROM
(excitedly) ADAM'S SHIRT.
I'd found some Talk Meed.



ORKO STILL IN ADAM'S SHIRT
FRANTICALLY GESTURES.
and then
this big ugly monster attacked me!
He must've hit me!



Beneath this block of text is the only image known to exist of Orko without his hat!

It was illustrated by storyboard artist Steve Hickner for the episode "Dawn of Dragoon." Filmation had originally planned to reveal Orko's face at the conclusion of the episode, but it was decided that a silhouette would be more striking and memorable.

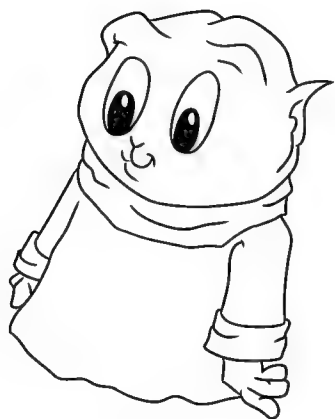
The accompanying color illustration (by Dušan Mitrović) is a representation of how the character model would have looked based on Hickner's design.

After thirty-three years, the mystery is about to be solved. Take a deep breath and prepare yourself!

ORKO

UNMASKED!





ORKO

UNMASKED!





CHAPTER 2

HE-MAN SEASON 2 (1984–1985)

The first season of *He-Man and the Masters of the Universe* proved to be a phenomenal success, not only for toy company Mattel, which saw sales of its Masters of the Universe toy line skyrocket, but also for Filmation, which saw its show televised on hundreds of stations around the world.

A second season of *He-Man*, comprising thirty-nine episodes, was commissioned to debut in September of 1984. However, due to the popularity of the show, it was decided during production that season 2 would encompass sixty-five episodes across 1984 and 1985. As a result, thirty-three episodes were created for 1984, with another thirty-two created for 1985.

The prospect of another two years of *He-Man* was exciting for Filmation staff members, who were guaranteed continued work in an industry that was beginning to send much of its work overseas. Not only that, but many at the studio actually enjoyed working on *He-Man*. Nowhere was this more evident than in the storyboard department, which became more involved in the world of *He-Man* during the second season.

While numerous memorable moments from the first season were the result of the storyboard artists adding their own unique touches to the episodes, many of the artists had grown frustrated at having to storyboard episodes they believed were not exploring the characters or the world of Eternia. A few storyboard artists, primarily Bob Forward and Robert Lamb, decided to write scripts for the show, delivering some of the most memorable episodes of the second season, including "Into the Abyss," "The Rainbow Warrior," "Not so Blind," and "The Problem With Power." The storyboard artists had grown to enjoy the world of Eternia

and wanted to explore the story points addressed by the more memorable episodes of the first season. This would become greatly appreciated by fans of the show, given that both Paul Dini and Robby London, who between them had penned some of the best episodes of the first season, did not return to work on season 2.

Visually, season 2 was stronger than season 1. Even though the stock system was still in place, the animation sequences created for the episodes of this season were striking, with some truly beautiful pieces of animation and special effects on show.

A notable aspect of season 2 was the shift from sorcery to science. While the first season featured the forces of good and evil making use of highly advanced technological gadgets, magical forces were clearly the prevailing powers and would be the crux upon which most of the first season's stories were based. However, throughout season 2, there was a clear de-emphasis on the traditional "sword and sorcery" scripts in favor of stories driven by technology. "Day of the Machines," "The Shadow of Skeletor," and "No Job too Small" represented the emphasis the second season was putting on more conventional science-fiction concepts.

The second season of *He-Man and the Masters of the Universe* also introduced us to a whole new cast of characters, more than a few of which were available to buy in toy stores. But as before, Filmation's unique contract with Mattel allowed them to use the new toy-based characters as sparingly as they wanted.

He-Man's second season helped propel the brand into the stratosphere and bolstered the series as a whole.

THE CAT AND THE SPIDER

CAST Cringer, Battle Cat, Grimalkin, He-Man, King Paw, King Randor, Kittrina, Melaktha, Orko, Prince Adam, Queen Marlena, Skeletor, Teela, Webstor

SYNOPSIS Deep in the Vine Jungle, Prince Adam and Melaktha discover the Temple of the Cat. As they investigate Melaktha falls into a trap, resulting in an appearance from He-Man. Leaving Melaktha to recuperate from his near-death experience, He-Man enters the temple. After facing the temple's many dangers in the guise of He-Man, Prince Adam returns to Melaktha with a mysterious statue. A spy for the Cat Folk reports the incident to King Paw, who sends his emissary, Kittrina, to the Royal Palace, to retrieve the Grimalkin statue.

Kittrina tries to steal the statue in the night, but Teela is alerted to the situation, and the two begin to fight. Both are surprised when Webstor climbs in through the window and steals the statue from them.

He-Man and Battle Cat follow Webstor to Snake Mountain, where Skeletor uses an illusion to trick Battle Cat into a pit trap and, alongside Webstor, overpowers He-Man.

Teela and Kittrina join forces and attack Snake Mountain in the Wind Raider, but Skeletor's Nullifier Ray hits the ship and causes them to crash. With Teela knocked out, Kittrina is left on her own. Battle Cat, having escaped the pit trap, encounters Kittrina, and the two of them enter Snake Mountain.

Webstor and Kittrina fight in the throne room while Battle Cat frees He-Man. Skeletor releases the Grimalkin demon from the statue and immediately realizes his mistake. The creature begins to grow and soon breaks out of the side of Snake Mountain.

He-Man, Battle Cat, Teela, and Kittrina run to a nearby mountaintop, where He-Man uses his sword and the power of the storm to return the Grimalkin to its statue. The Grimalkin statue is returned to the Cat Folk as the Eternians and Kittrina realize they should not have mistrusted one another.

MORAL KITTRINA. "In today's story I made the mistake of not trusting the people of Eternia, just because they were different." **PRINCE ADAM.** "You can't judge a book by its cover" means you can't tell from the outside what something is like on the inside. And that goes for books as well as people. Not liking a person because he or she is a different race or religion is wrong. People should be judged for themselves. Right, Kittrina?" **KITTRINA.** "Right you are, Adam. Right you are." **PRINCE ADAM/KITTRINA.** "So long."

REVIEW Larry DiTillio crafts a unique episode with this script—a story which has one of the best guest characters in Kittrina, innovative action scenes, and a plot that feels bigger than the episode itself. From the moment this episode begins, we find ourselves on the edge of our seats thanks to the quality of the story's pacing and the fantastic scene direction. Even when we expect a typical conclusion at Snake Mountain, we are surprised by its creativity. The star of this episode is undoubtedly Kittrina, who steals every single scene she appears in, thanks to her wonderful dialogue and Linda Gary's beautiful voice acting. Effortlessly one of the best episodes of season 2. **8/10**

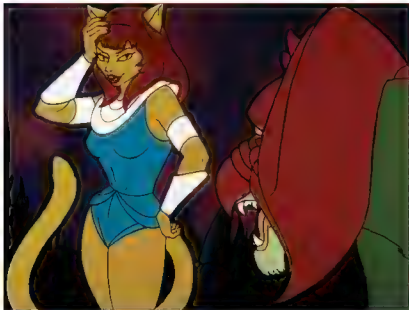
MEMORABLE QUOTES

"Someone sure doesn't know how to treat guests around here."

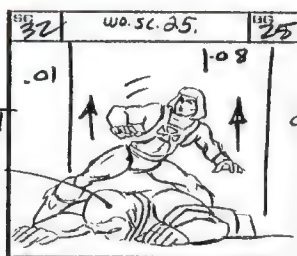
[He-Man overcomes the first of many traps within the Temple of the Cat]

"You've got to be quick to bag a cat." [Kittrina gives Teela some fighting tips]

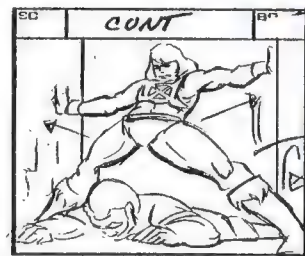
"Well, hello, big boy!" [Kittrina introduces herself to Battle Cat]



KIT DASHES TO HIM



HM RECOILS UP—



SWINGS OVER INTO THIS FENCE

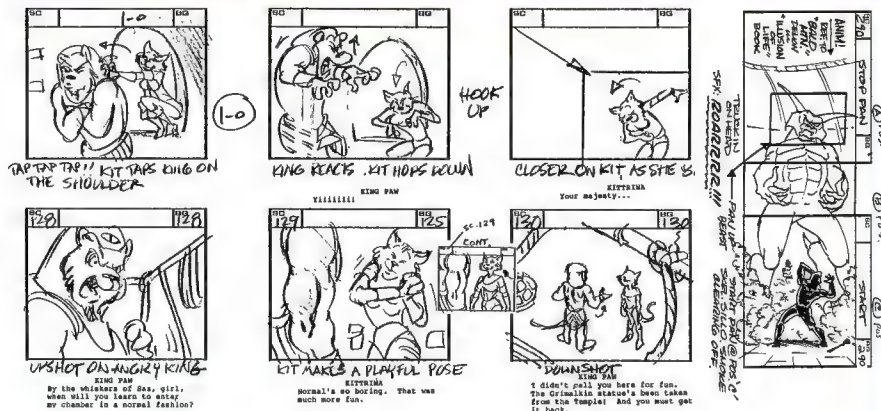
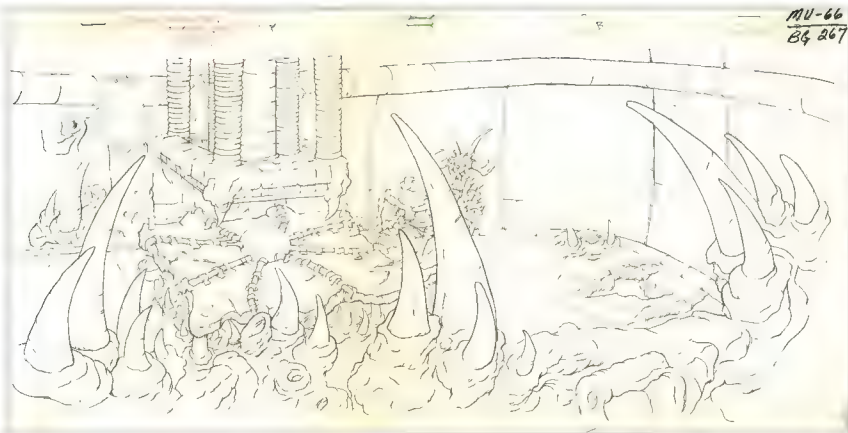


SAME/AS

King Paw's throne room is actually Baron Grod's throne room from "The Huntsman"; this is appropriate, as the throne has the image of a cat on it.

The animation of He-Man holding his sword aloft and directing the lightning toward the Grimalkin was previously used in "House of Shokoti" Part 2.

The room where He-Man is imprisoned and where Skeletor examines the Grimalkin statue is actually Negator's prison from "Game Plan."



DELETED SCENES

When Prince Adam wakes Cringer up, telling him that they have work to do, the script indicates that he has the Sword of Power in his hand, ready to transform.

In the script, Webstor is supposed to have a spider-like Sky Sled, but the artists decided to give him a spider-like Wind Raider.

Battle Cat frees He-Man in the script by dramatically smashing the ray projector.

In the episode, when He-Man asks, "What does it take to stop that thing?" (in reference to the

Grimalkin), we see Kittrina move next to him as if she's about to say something. In the script she tells him, "It can't be stopped."

Originally Battle Cat thanks Kittrina for saving him during the battle with the Grimalkin, but this was removed due to time constraints.

Oddly, in Larry DiTillio's script, He-Man uses the Sword of Power in one hand to draw the lightning to him and then, with his other hand, releases the power in the direction of the Grimalkin.



TRIVIA

• The introduction for the show was slightly altered for season 2. Hal Sutherland's name disappeared from the intro, replaced by a new image of the Sorceress, Man-At-Arms, and Orko, and followed by a new animated sequence of the Sorceress transforming from Zoar into her human form.

• This episode (and the entire 1984 batch of episodes) omits the quotation marks from the episode title cards.

• Kittrina was a character later included in the season 2 series bible, written by J. Michael Straczynski.

• Webstor pilots an evil-looking version of the Wind Raider as he escapes the Royal Palace.

• The insulting relationship between Skeletor and Webstor was only ever used in this episode.

• When Kittrina and King Randor are having their heated discussion in the throne room, the background behind Kittrina is always, mistakenly, that of the temple.

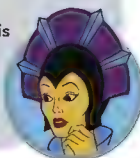
• If you look carefully, you can see Teela is knocked unconscious when her head strikes the dashboard of the Wind Raider.

• King Paw is described in the script as "regal, but somewhat comical."

• Shortly after being shocked by Kittrina, King Paw mentions the "whiskers of Saz"; this phrase would be repeated in the feline-based She-Ra episode "Magicals."

• This episode is one of three that were used in the direct-to-video movie *Skeletor's Revenge*, which was used to promote the 1985 batch of episodes.

• The character models for this episode were finalized on April 30, 1984.



BONUS THE POWER OF HE-MAN: In an impressive feat of physical resilience, He-Man, using the Sword of Power, attracts and absorbs a bolt of lightning in order to defeat the Grimalkin.

THE ENERGY BEAST

CAST Battle Cat, Beast Man, Cringer, Energy Beast, He-Man, King Randor, Man-At-Arms, Orko, Prince Adam, Queen Marlena, Skeletor, Sorceress, Spirit of the Ancients, Teela



MEMORABLE QUOTES

"I think it's about time we recognized He-Man. Don't you agree?"

[Queen Marlena makes her first indication that she knows Prince Adam's secret]

"Stuck? In the middle of a mountain? I think I feel faint. But then, I always feel faint."

[Cringer is both understandably frightened and self-aware]

"Gee—it's beautiful!" *[Orko is humbled by the beauty of a huge cavern]*

SYNOPSIS At the Royal Palace, King Randor and Queen Marlena proclaim the first annual He-Man Day across Eternia. As they do so, a sudden earthquake breaks off a substantial part of Mount Eternia. The removed rock reveals a temple interior; Prince Adam, Cringer, Teela, and Orko intend to investigate it.

The group decide to wait until the following day to visit the temple, but an impatient Orko returns and succeeds in gaining entry. Inside Orko discovers a small being trapped by a bell jar. The being asks Orko to remove the bell jar; in return, he will make Orko's greatest dreams come true. Thinking of He-Man Day, Orko desires to be as famous as He-Man and promptly lifts the bell jar. Within seconds the being transforms into a large creature and begins firing energy bolts from its fingertips. Alerted to Mount Eternia by the energy bolts, He-Man and Battle Cat confront the creature,

who introduces himself as the Energy Beast.

At Castle Grayskull, the Sorceress explains that the Energy Beast was created when the planet was formed. She reveals that the creature terrorized their Eternian ancestors until they discovered the secret of controlling him—a secret that has long since been lost. The Sorceress instructs them to locate the Gold Chamber inside Mount Eternia, which should contain the magic to control the Energy Beast.

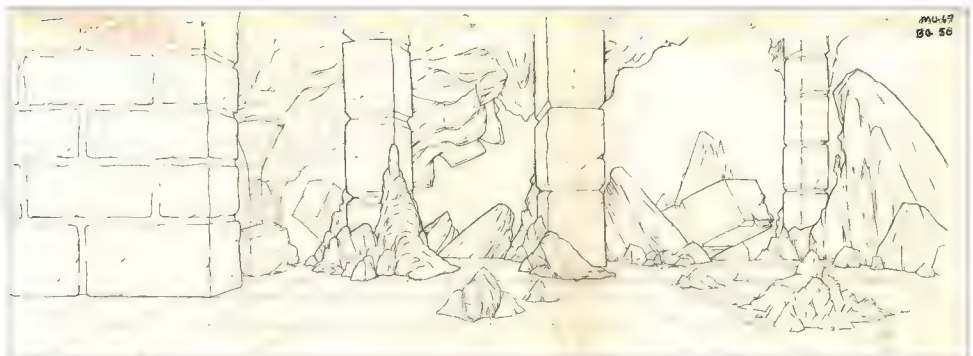
The heroes head into Mount Eternia via the Roto-Rocket, an experimental drilling machine. Upon receiving the Eternian Crystal from the Spirit of the Ancients, Skeletor appears and steals it.

The heroes soon retrieve the crystal from the villain and head back toward Mount Eternia. Atop the mountain, He-Man manages to trick the Energy Beast into sealing himself inside the mountain.



MORAL **TEELA.** "In today's story, Orko found out how important it is to have patience." **ORKO.** "I couldn't wait to go into the ancient temple. And I ended up causing a lot of trouble for me—and everyone else." **TEELA.** "I'm happy you learned your lesson. Oh, by the way, I guess I'll be seeing you at the big parade tomorrow." **ORKO.** "Tomorrow? I've got to wait till then? Oh, why can't we have the parade today?!" **TEELA.** "Orko..." **ORKO.** "Okay. I'll be patient. But it won't be easy." **TEELA.** "See you next time." **ORKO.** "Hope it's soon!"

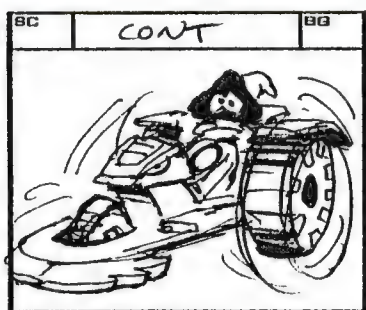
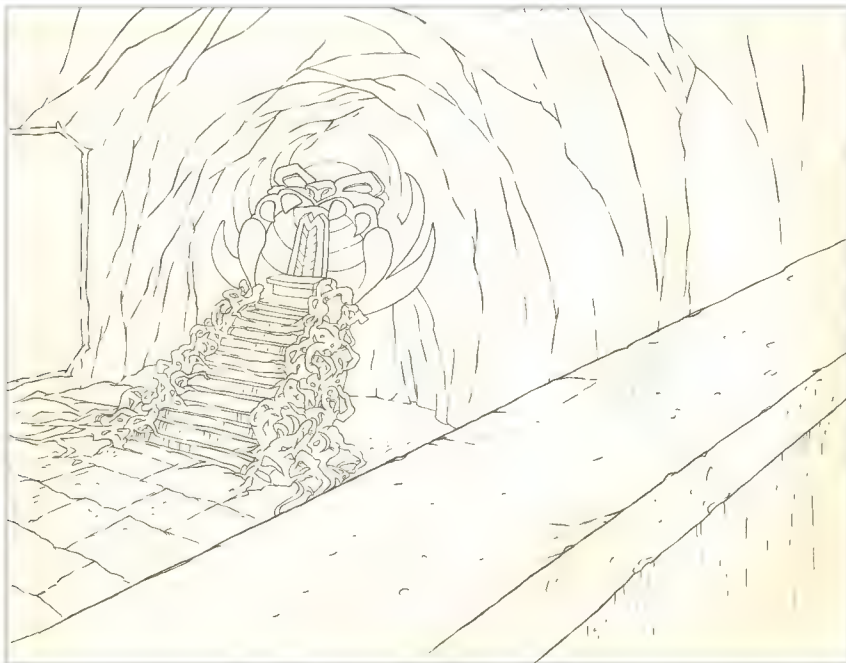
REVIEW The basic premise of this episode and the way in which the story begins is nothing short of spectacular. When Mount Eternia crumbles to reveal a temple, our minds begin to race with the possibilities of what may exist within. And when the Energy Beast is revealed, announcing his plan to overthrow Eternia, we believe we are in for a treat. Amazingly, though, the Energy Beast disappears for much of the episode, and we follow the heroes' less-than-exciting journey into Mount Eternia, with a forgettable appearance by Skeletor. This is an episode with a great deal of promise that somehow loses its way in the second act with a poor conclusion that is not worthy of the story's premise. **4/10**



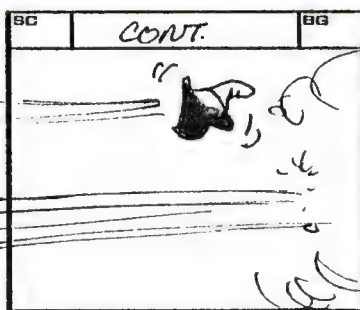
SAME/AS

The Roto-Rocket used by the heroes in this episode was previously used by Skeletor in "The Search" and would later be used by him once more in "The Games."

When Man-At-Arms makes an announcement to the citizens of Eternia, we see that the background is that of Hovar and Justin's base of operations from "Search for the VHO."



WHEELS SPIN



THE RIPPER - PEELS OUT, ORKO YIIIIIIIIII

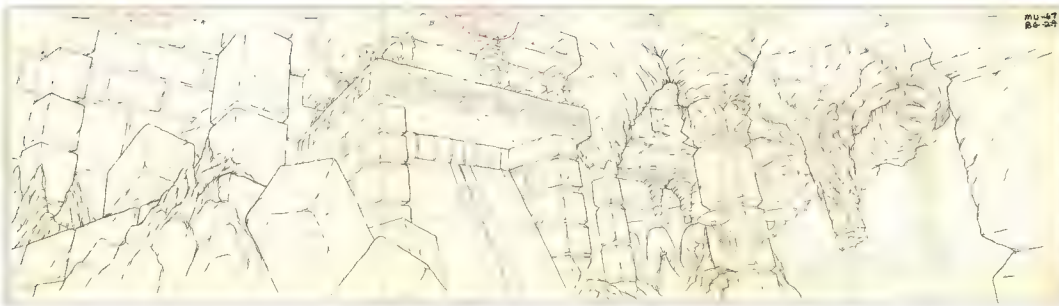
DELETED SCENES

Originally the episode opened with Skeletor and Beast Man observing Mount Eternia from Snake Mountain.

A removed scene showed King Randor, Queen Marlena, and Man-At-Arms, after evacuating the entire kingdom, witnessing the attacks of the Energy Beast.

In the script the Energy Beast was discovered by Orko in the form of a Whispering Scroll. This explains why Orko felt no threat from it.

The Spirit of the Ancients was very different in the script, described as a "human size rose with the face of a lovely woman."



TRIVIA

• Rowby Goren was inspired to write "The Energy Beast" after having written an episode of *H.R. Pufnstuf* with a similar character.

• This episode marks the first appearance of the Road Ripper.

• This episode features three transformations of Prince Adam into He-Man, two of which are full length.

• Erika Scheimer makes her first appearance in season 2 as the voice of the Spirit of the Ancients.

• Mount Eternia was invented by Rowby Goren in this episode; it surprised a lot of people, as this large mountain had never been seen before. Unfortunately he was the only writer to use it after its introduction.

• The storyboard artists were confused by the sudden appearance of Mount Eternia. Goren joked the characters could look out of a window they had never looked out of before in order to see it.

• In his storyboards, Bob Forward illustrated a prominent Superman insignia upon the large doorway to the temple. Unsurprisingly, this did not make it into the actual production.

• If you look carefully at the poster for He-Man Day, you will see that He-Man's Sword of Power is actually colored gold.

• The Raven appears as a homage to Edgar Allan Poe's poem "The Raven."



DAY OF THE MACHINES

CAST Battle Cat, Beast Man, Byte, Cringer, He-Man, Man-At-Arms, Orko, Prince Adam, Teela, Trap Jaw, Skeletor, Sorceress, Zoar



MEMORABLE QUOTES

"Poor Man-At-Arms!" [Skeletor shows mock sympathy for Man-At-Arms]

"If there's a chance that it's Skeletor's sabotage, I owe it to my father to find out!" [Teela sets out to clear Man-At-Arms' conscience]



SYNOPSIS Prince Adam, Teela, and Orko watch Man-At-Arms test his latest invention: a remote-control device that operates, among other things, a rocket. During the test, the rocket malfunctions and strikes the royal chamber. Upset over his failure, Man-At-Arms vows to quit, but his friends persuade him to not give up.

From inside Snake Mountain, a spying Skeletor sees an opportunity to rid himself of Man-At-Arms once and for all. The villain duplicates his pet Malabeast into a beast of pure energy named Byte, which Trap Jaw subsequently miniaturizes. Skeletor then teleports the small beast into Man-At-Arms' impressive Remote Control Computer, which operates all of the electrical devices in the Royal Palace. Byte is able to make his way to the main circuit, the brain of the whole computer, and begins preparing its defenses.

Meanwhile, Man-At-Arms is ready to test the remote control on a Sky Sled, but Byte

takes over, causing it to randomly attack the heroes. He-Man, Battle Cat, Man-At-Arms, and Teela battle the computer's defenses, but are unsure as to why the Remote Control Computer has turned against them.

As Man-At-Arms races to find the problem, Teela and Battle Cat go to Snake Mountain, where Teela overhears Trap Jaw saying that Skeletor has implanted the computer with Byte. Man-At-Arms uses a portable miniaturization unit to shrink himself down and enters the computer as He-Man continues to fight the computer's attacks.

After hearing from Teela that Skeletor is the cause of the problems, He-Man is shrunk down by the powers of the Sorceress and soon finds himself inside the computer. He-Man and Man-At-Arms locate Byte and successfully overpower the creature. The heroes return to normal size and send Byte back to Snake Mountain to torment Skeletor's computers.

MORAL **TEELA.** "In today's story my father accepted the responsibility for something which wasn't his fault. And he didn't stand around trying to blame someone else. Instead he did something about making things right! And he succeeded . . . with a little help from He-Man. Now, we all make mistakes, and when we do we shouldn't be afraid to admit them. And when they aren't our fault, well, don't waste precious time putting the blame elsewhere . . . Just do what you can to make things right. See you all soon."

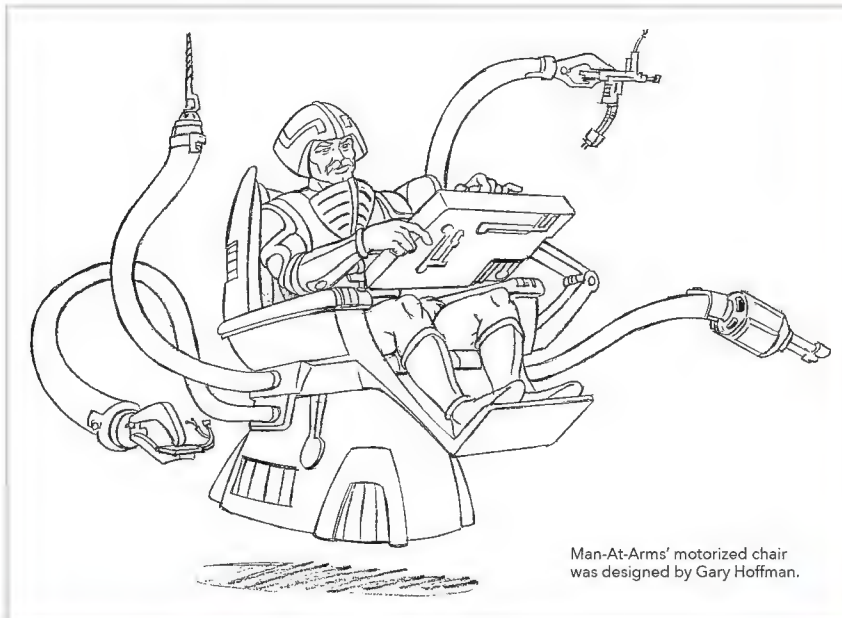
REVIEW The plot of this episode, centering around Man-At-Arms' disappointment in himself, is well written but, sadly, not explored enough. There are some moments during the script that are hard to accept, such as Skeletor having a spy beam that is permanently aimed at Man-At-Arms' laboratory. Of course, this episode is most notable for its complete reliance on science over sorcery. It is one of the first episodes of season 2 to demonstrate a shift in focus toward a science-driven Eternia, rather than one full of sorcery. Once Man-At-Arms enters the computer, we are treated to some exciting scenes. Although there are some moments where this episode drags, the unique visuals maintain our interest. **6/10**



SAME/AS

The backgrounds inside the computer are the same as those used in the episode "Game Plan" and would later appear in "Cyman's Revenge," an episode of Filmation's *Ghostbusters*.

Much of the animation of He-Man trying to stop the Attak Trak was taken from "Prince Adam No More."



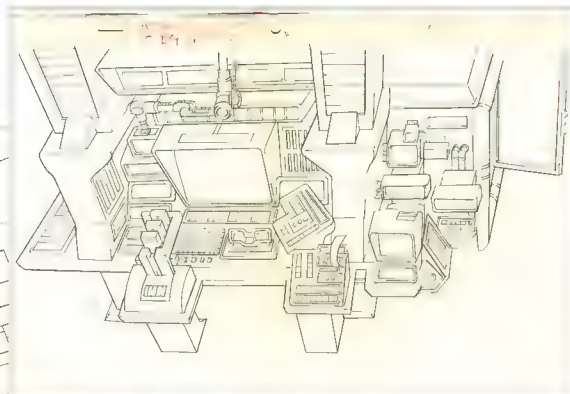
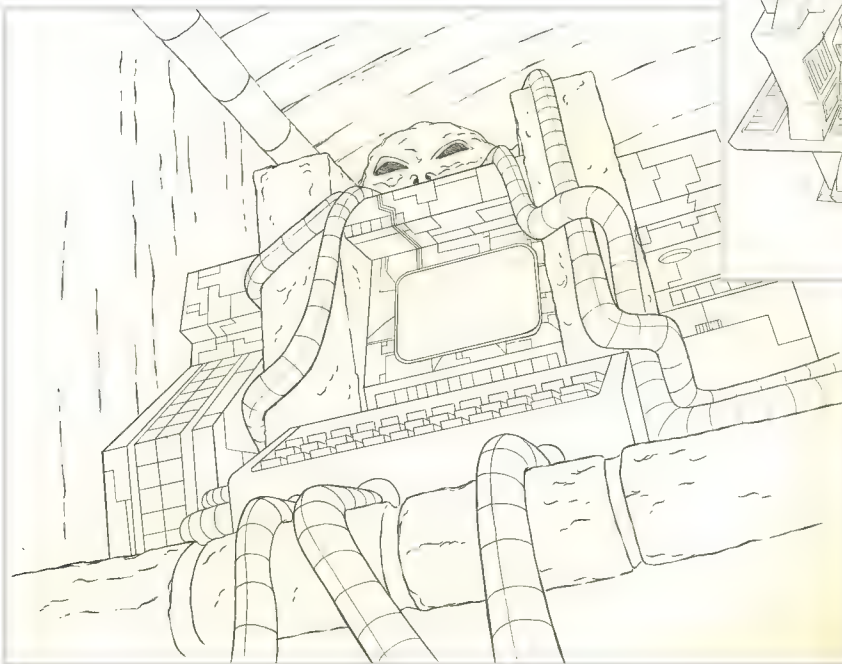
Man-At-Arms' motorized chair was designed by Gary Hoffman.

DELETED SCENES

In the script, act 1 ends with Teela standing outside Snake Mountain, vowing to herself that she will find the source of the sabotage, for her father's sake.

Teela has a tough time escaping Snake Mountain in the script when Beast Man and Tri-Klops walk nearby.

An amusing piece of removed dialogue had Man-At-Arms and He-Man finding out how they each came to be inside the computer, with Man-At-Arms stating, "My Shrinking Ray!" and He-Man replying, "The Sorceress!"



Skeletor's computer was an ornate device (complete with skull motif) when compared to Man-At-Arms' Remote Control Computer.



TRIVIA

- During the creation of Byte, Trap Jaw's arm is on the wrong side.
- Writer David Wise would later pen an episode of *The Transformers* with not only the same plot, but also the same title.
- This episode, with its primarily science-based story, is an example of how the focus of season 2 switched from sorcery to science.
- The character models for both Byte and the Malabeast were designed by Harry Sabin.
- During the stock transformation sequence when Battle Cat first appears, we hear an initial low-pitched growl, never heard before or at any time after.
- This episode is one of three that were used in the direct-to-video movie *Skeletor's Revenge*, which was used to promote the 1985 batch of episodes.



BONUS ENTERING SNAKE MOUNTAIN:

Teela's entrance and exit of Snake Mountain in this episode appear to be relatively simple and without a hint of a problem. She locates a ventilation shaft and, within a few minutes of having entered, effortlessly leaves to head back to the Royal Palace.

THE GAMESMAN

CAST Battle Cat, Cringer, He-Man, King Randor, Lord Todd, Moak, Orko, Prince Adam, Queen Marlena, Sorceress, Teela

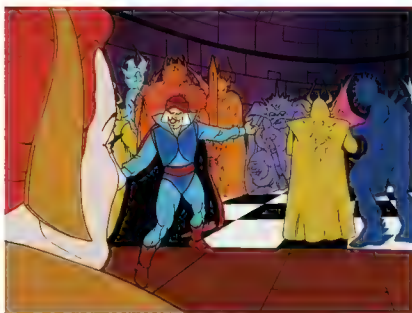


MEMORABLE QUOTES

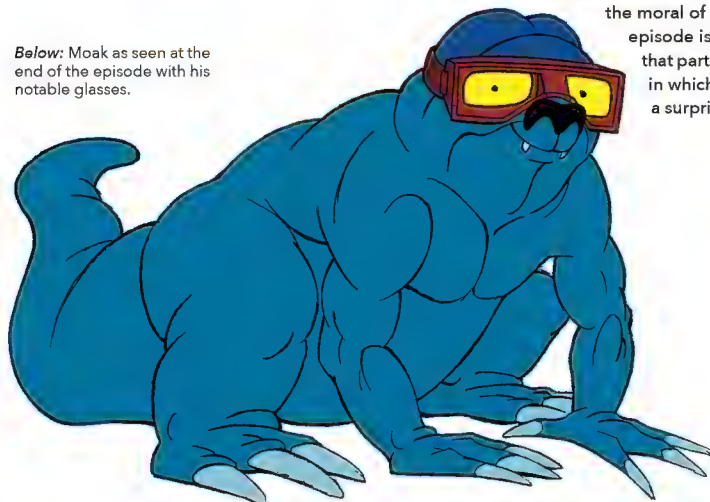
"Moak is as shortsighted as a bat."
[Orko's observation amuses He-Man]

"Most people's minds are blinded by fear because of the way I look." [Moak reveals why people fail to communicate with him telepathically]

"I am not a man at all!" [Lord Todd makes one of the best reveals of the series]



Below: Moak as seen at the end of the episode with his notable glasses.



SYNOPSIS At the Royal Palace the visiting Lord Todd charms all he meets. He persuades King Randor to let Teela take some time off to journey with him to his castle. Preparing to relax outside of the palace, Orko and Cringer are startled by an earth tremor. The cause of the tremor reveals itself to be a large creature burrowing under the ground and destroying much in its path. The pair race back when they realize that it will soon demolish the palace.

At the same time, Prince Adam and Man-At-Arms watch Teela depart with Lord Todd, at which point the Sorceress summons them to Castle Grayskull just as Orko and Cringer arrive with the news of the creature.

While Man-At-Arms journeys to see the Sorceress, He-Man and Battle Cat head out to stop the creature. He-Man discovers that the creature is named Moak and is a kind and gentle being with no wish to harm anything.

Within Castle Starg Teela begins to see the true desires of Lord Todd as he reveals

that he wants her to be the queen of his intergalactic, life-sized chess set. Man-At-Arms learns from the Sorceress that Lord Todd's castle is the source of the evil detected by the Sorceress and hastily makes his way there.

Man-At-Arms arrives at Castle Starg, where he is quickly imprisoned by Lord Todd, who reveals himself to be an alien spirit from another dimension. As Teela is led away to the Star Gate, He-Man enters the castle and frees Man-At-Arms. Lord Todd's Eternium Maze slows him down, but Moak accidentally surfaces inside the castle and promptly helps He-Man and Man-At-Arms reach Todd's control room.

Lord Todd, with his captive Teela, heads into the Star Gate, which begins to close. He-Man holds the Star Gate open long enough for Teela to escape the clutches of the villain. The Star Gate, Lord Todd, and Castle Starg vanish.

MORAL HE-MAN. "Today we met Lord Todd, who appeared to be a generous and good person, and Moak, who looked like a monster." TEELA. "But then we found out that it was Todd who was the monster and Moak who was kind and good." HE-MAN. "You learned that real goodness comes from the inside." TEELA. "Remember not to judge people simply by the way they look. It's what they're really like inside that counts." HE-MAN/TEELA. "Bye for now."

REVIEW The stars of this episode, and rightly so, are Lord Todd and Moak, both of whom are given captivating personalities. Moak should be quite an annoying character, but because of the writing and character design, he is actually quite pleasant. More importantly, even though he personifies the moral of the episode, he only appears briefly to reinforce it. The best part of this episode is when Lord Todd reveals his true identity; we all know he is a villain, but that particular moment takes us all by surprise. Aside from one ridiculous plot hole in which the Sorceress does not tell them of the danger until she is visited, this is a surprisingly entertaining episode. 6/10

SAME/AS

The character model for Lord Todd was previously used for the Keeper in "The Heart of A Giant."

Moak's character model would later be used for the Holepher in the episode "Time Doesn't Fly."

The animation of Cringer climbing all over Prince Adam was previously used in "The Huntsman."

The very expressive animation of He-Man pulling the gate from its hinges and throwing it toward Moak was used in "Castle of Heroes," though it is slightly reanimated in this sequence.

Many of the interior backgrounds of Castle Starg were taken from the Game Master's ship from "Pawns of the Game Master."

The sequences in which Man-At-Arms produces his Lightsaber, only to have it blasted out of his hand, are from "Diamond Ray of Disappearance."

When the Hover Robots charge at He-Man, we see the same footage that appeared in "The Curse of the Spellstone," including the original background.

The backgrounds of the other dimension in this episode were previously used in "The Taking of Grayskull."

TRIVIA

- We see that Lord Todd has both a Talon Fighter and a horde of Hover Robots at his disposal.

- This episode features the last appearance of the Talon Fighter.

- This episode was supposed to be the third episode used in the direct-to-video movie *Skeletor's Revenge*; it was later replaced with "Trouble in Trolla."

- The character of Lord Todd is voiced by John Erwin.



BONUS THE POWER OF HE-MAN:

While Man-At-Arms saves Teela, He-Man holds open the Star Gate, thereby briefly defying the natural laws of the universe.

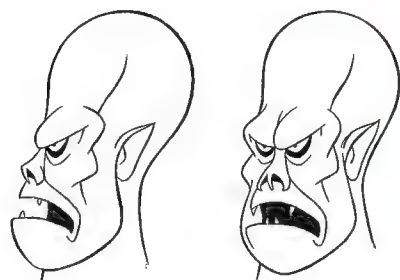


DELETED SCENES

In a piece of removed dialogue, He-Man runs in the opposite direction of the monster while Orko says, "I wonder what He-Man is doing."

In the script, when the Hover Robots confront Man-At-Arms, he has a sword, which is blasted from his hand.

In a scene removed for time, after He-Man attempts to break through the Eternium door with his sword, an impatient Man-At-Arms asks, "What's the holdup?"



Left: Lord Todd in his true form, with much of his character design based on the Keeper from "The Heart of A Giant."



FISTO'S FOREST

CAST Arakna, Battle Cat, Cringer, Elf Lord, Fisto, He-Man, King Randor, Orko, Prince Adam, Queen Marlena, Rayna, Skeletor, Teela, Yarrow



MEMORABLE QUOTES

"Mighty warriors? None of you stand a chance against a villain like Fisto!" [Orko speaks his mind to the assembled heroes]

"So Fisto wants to play rough, huh?" [Prince Adam prepares to unsheathe the Sword of Power]

"This spider must be on Skeletor's payroll!" [He-Man is impressed with Arakna's persistence]

SYNOPSIS When a Grazzler threatens the life of a peasant boy, Fisto scares the beast off with his strength. As the boy recovers, he praises Fisto's heroism, but Fisto hints at his evil past and proceeds to tell the peasant boy the story of how he became an ally and friend to He-Man.

He reveals that many years ago a young girl named Rayna had discovered that the river that provided her village with water had been cut off. Her father, Yarrow, blamed the water loss on Fisto and headed off to confront the villain.

At the Royal Palace Rayna called upon King Randor for help. Not long after, Prince Adam, Cringer, Teela, and Orko journeyed to aid the village by stopping Fisto. Upon arriving they discovered that Fisto and his evil spider Arakna had captured Yarrow. He-Man and Battle Cat soon appeared to save Teela and Rayna from an attack by the evil duo.

When He-Man and his friends investigated Fisto's lair, the villain, using the power of his magical sphere, trapped them in the large trunk of a tree. After freeing themselves, the heroes watched as Fisto swung away from his lair, prompting the group to split up.

As He-Man attempted to get into Fisto's lair, Teela, Battle Cat, Orko, and Rayna were captured by Fisto. However, the villain's plan backfired and he became trapped, with a rising river spelling his doom. Rayna managed to squeeze through the bars and save him just as He-Man returned to the heroes, having heard Orko's telepathic cries for help.

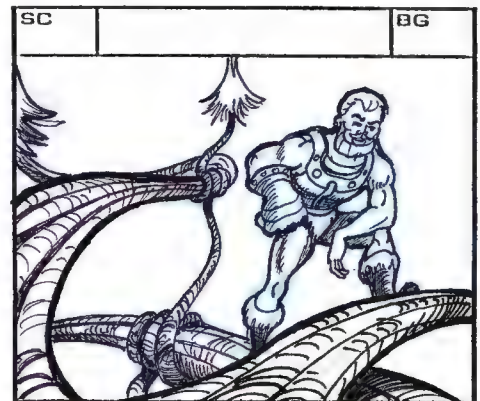
Fisto decided to join with the heroes and aided He-Man in entering his former lair. He-Man was successful in defeating Arakna and freed the Elf Lord, who transformed the forest back to its once-beautiful state.

Just as Fisto finishes telling the story, He-Man arrives.



MORAL **TEELA.** "You all saw how Fisto changed from a bad guy who nobody liked into a real hero! At first he caused nothing but trouble. In today's episode, Fisto learned that if you treat a person with respect and courtesy, chances are that's the way they'll treat you in return. If you mistreat somebody, you'll only earn their disrespect. Remember the golden rule: 'Do unto others as you would have them do unto you.' So long until next time."

REVIEW This episode shows a lot of promise, in that we stand to learn a great deal about Fisto and his past. However, the execution of the episode is poor. The story tells us surprisingly little about Fisto's character. His stint as Skeletor's ally is unconvincing, and the way he acts is stereotypical. The heroes seem to simply wander through the plot as if they are merely spectators and often seem to be waiting for Fisto's next attack or trap. This story should be all about Fisto's transformation from a bad guy into a good guy, but the character development is so minimal that it brings no excitement to the story. **4/10**



SAME/AS

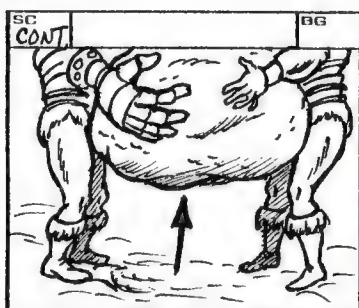
Arakna's character model would later be used for the Jawlik in the episode "Search for a Son."

The character model for the Elf Lord was previously used for Tullamore in "The Dragon's Gift."

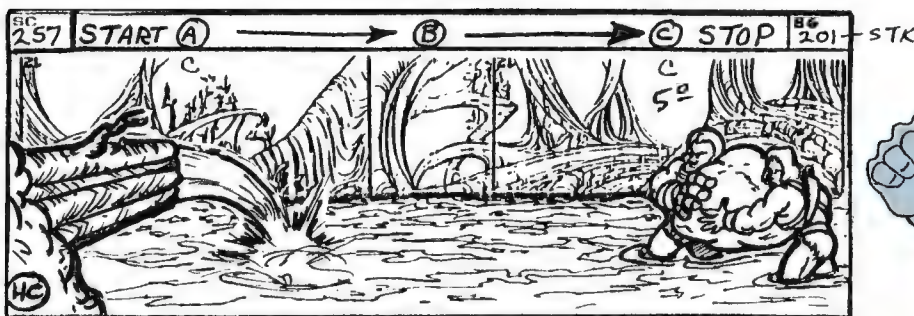
In this episode we see a reanimated version of a shot of He-Man lifting something heavy previously seen in "The Taking of Grayskull."



HE MAN
I'd say you're off to a good start.



THEY LIFT THE BOULDER TOGETHER



DELETED SCENES

A removed scene had Rayna's grandfather give her his horse so that she could get to the Royal Palace quicker.

In the script Orko concluded his speech regarding the so-called "mighty warriors" not standing a chance against Fisto by stating, "Unless you take an extra-special magician along ... like me!" Orko then went on to battle a suit of armor as a demonstration.

Fisto and Yarrow have a longer heated debate during their first confrontation, in which Fisto calls Yarrow a peasant.

After He-Man catches the tree, Orko remarks that Fisto is "not as tough as He-Man!"

In the script, when the heroes are trapped in the cage, Battle Cat attempts to use his teeth to gnaw away at the cage, but the bars prove too strong for him.

In the actual episode it is obvious that at the very end the young boy's dialogue is cut short; the boy merely goes on to thank both He-Man and "Mr. Fisto."

TRIVIA

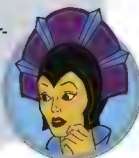
• Fisto was designed by character artists Charles Zembillas and Diane Keener.

• It is revealed in this episode that Fisto was formerly an Evil Warrior in the service of Skeletor; the villain himself makes a brief appearance.

• Orko contacts He-Man via telepathy in this episode (the only time in the series that he does so).

• After this episode, Fisto only appeared another three times in the series.

• Due to miscommunication, numerous scenes in this episode had to be reshot.



FISTO



UPSHOT - FISTO + SPHERE

FISTO: By the power of the spell...



As his hands remain in contact with the sphere, magical energy CRACKLES from the sphere over the surface of his body.

BOTTOM LITE MAGIC FX

FILMATION
MA-70



THE RAREST GIFT OF ALL

CAST Cringer, Fisto, He-Man, King Randor, Lizard Man, Man-At-Arms, Orko, Prince Adam, Queen Marlena, Sorceress, Stratos, Talgoth, Teela



MEMORABLE QUOTES

"The last time I saw Orko was at breakfast. He spilled his orange juice on me." [King Randor recalls how his day started]

"Let's hope it's as shy as it is big!" [He-Man worries upon seeing the huge footprint of the Talgoth]

SYNOPSIS In the Royal Palace courtyard, Orko tells Cringer that he is worried about not having a present for King Randor and Queen Marlena's wedding anniversary. He decides to go and see what Man-At-Arms is giving them. Upon entering his laboratory, Orko sees him preparing a fireworks display. Orko offers to help but accidentally sets off the fireworks, inadvertently setting fire to the laboratory. He-Man manages to put out the fire and discovers it was Orko's offer of help that led to the disaster.

A despondent Orko leaves to look for Teela. Finding Teela baking a cake in the kitchen, Orko offers to speed up the baking process but nearly causes another accident. Orko offers to help clean up the mess, but He-Man and Teela quickly refuse his aid. Orko, believing himself to be a troublemaker, decides to leave the palace, with Cringer reluctantly accompanying him while hoping to persuade him to return.

As He-Man, Man-At-Arms, and Teela discover that Orko has left, both Orko and Cringer, walking through the forest to Castle Grayskull, begin to feel tired. A large creature suddenly appears, but the pair are just able to escape it.

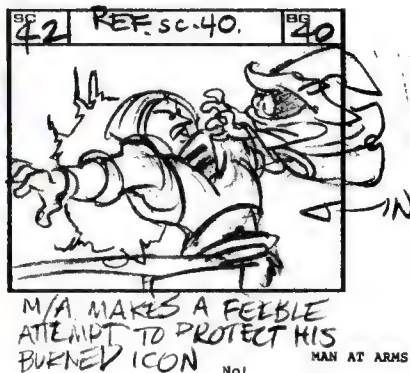
At Castle Grayskull, the Sorceress assures Orko that he is loved more than he knows and reveals that his friends are currently searching for him. At this point Orko recalls the monster, which the Sorceress reveals to be the Talgoth. Orko and Cringer race through the forest to aid their friends.

Meanwhile, He-Man finds his strength ebbing, Teela becomes clumsy, and Man-At-Arms cannot think clearly. After an encounter with some Shadow Beasts, the heroes find Orko captured by the Talgoth, and as it attempts to use his magical powers, the heroes are able to save Orko and defeat the Talgoth.



MORAL ORKO. "Boy, the party is sure lots of fun. And just think—I could've missed out on it by running away. Sure, I was feeling sorry for myself—but running away doesn't solve anything. Everyone has problems now and then. And sometimes they seem pretty big. But every time you have a problem, you just can't keep running away. You've got to try and solve it. And how do you do that? Well, a good way is to ask someone for help. Help! Adam! Man-At-Arms! Cringer! Oh, help!"

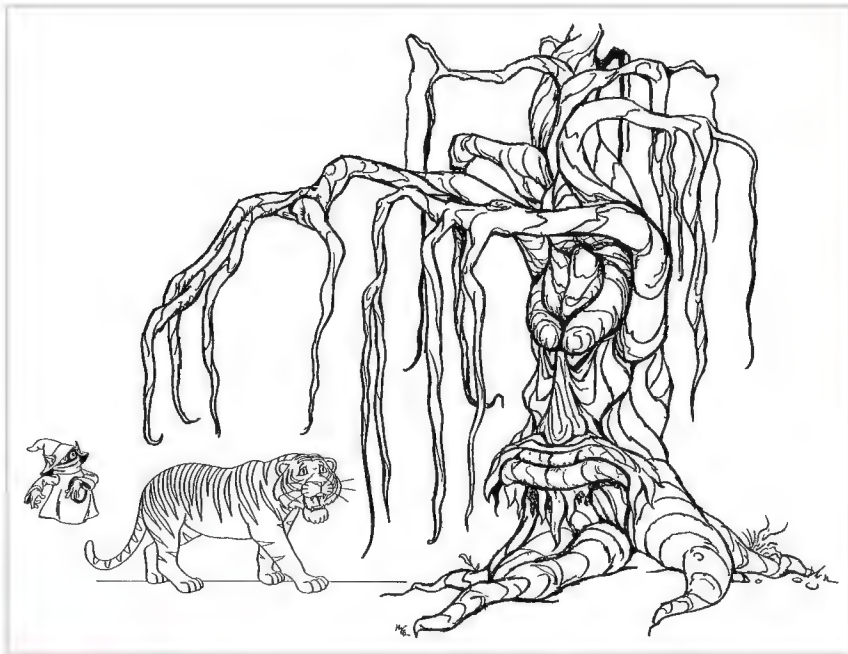
REVIEW In this episode Orko is once again written as a mischievous child, and in fairness, this story works the premise better than any other such installment. However, the episode has many weak points, one of which is trying to convince the audience that Orko would have run away in the first place. The other problem with this episode is the extraordinarily slow pace. There are parts of this story in which we see the characters walking and talking; this would not be a problem if the dialogue were actually interesting. The Talgoth's appearance is completely wasted, and the creature feels more like an afterthought. This episode sadly does not have enough plot or action to fill its twenty-minute running time. 3/10



SAME/AS

When the Shadow Beasts launch their attack on the heroes, we see a sequence from "Prince Adam No More" featuring Beast Man's Shadow Beasts.

When the Sorceress warns Cringer and Orko to be careful as they depart Castle Grayskull, a rare low-angle shot of the character is used; this cel had been used only once previously, in "Masks of Power."



DELETED SCENES

There is some very odd dialogue removed from the scene where He-Man saves Man-At-Arms and Orko from the fire. He-Man originally quips, "You two are sure having a hot time!" and after Orko cries out for help, He-Man strikes a pose and states, "That's what I'm here for!"

When the Sorceress shows Orko what life would be like a year later without him, in the script it is Prince Adam and Cringer walking through the forest.

TRIVIA

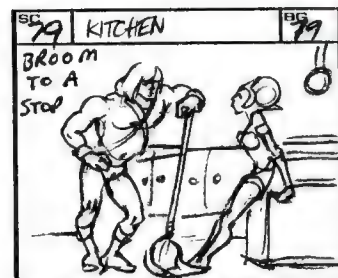
• This is the first of two episodes where Orko runs away; the other is "The Secret of Grayskull."

• In the script, the olive-skinned, lizard-like creature is actually supposed to be the rarely seen Heroic Warrior Lizard Man, though he looks very different here.

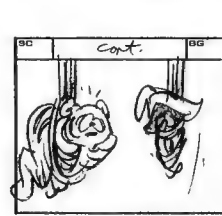
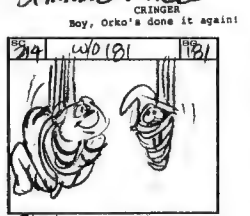
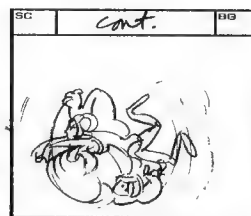
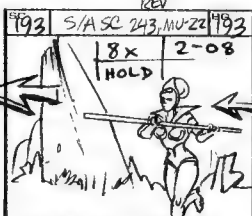
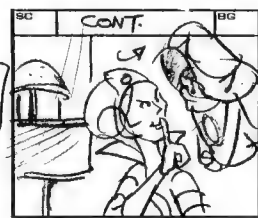
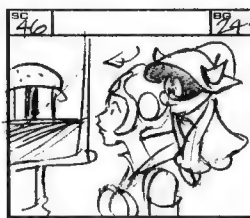
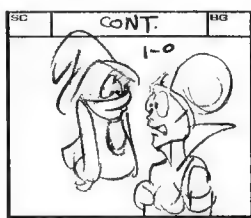
• The Talgoth was designed by character artist Harry Sabin.

• The DVD release of this episode is missing a scene which shows Orko getting crushed by the cabinet in Man-At-Arms' laboratory.

• The character models for this episode were finalized on May 18, 1984.



+ BACK TO KITCHEN - HEROS ARE RESTING



THE GREAT BOOKS MYSTERY

CAST Batros, Battle Cat, Beast Man, Cringer, He-Man, King Randor, Man-At-Arms, Mer-Man, Orko, Prince Adam, Queen Marlena, Skeletor, Sorceress, Teela, Trap Jaw, Tri-Klops



MEMORABLE QUOTES

"How will we live without the great books?" [King Randor knows the ramifications of the loss of the books]

"There goes my catnap." [Cringer begrudgingly accepts his transformation into Battle Cat]

"Unlike you, Batros has a brain." [The first of many insults Skeletor throws in the direction of Beast Man]

"I'm considering putting him on a leash." [Skeletor explains to Batros how best to deal with Beast Man]

"You see, Beast Man, some use their heads for something besides growing fur." [Skeletor continues to show Beast Man a great deal of "respect"]

SYNOPSIS Orko discovers that his unicorn book, a birthday present for Prince Adam, is missing. Later, Professor Smallen reports to King Randor that all the books in Eternia's archives are also missing.

The Sorceress reveals to He-Man that Batros, a villain from the Dark Side of Eternia, is hoarding all the books at the Temple of the Sun. Skeletor, watching the events unfold, sends Beast Man and Trap Jaw to recruit Batros.

Meanwhile, Teela and Orko discover a trail of books that leads them to the temple, where they find a secret doorway that leads to the stolen books. Batros discovers them and traps them in the temple.

As He-Man and Battle Cat journey across the desert, Skeletor attempts to slow them down by commanding the very sands to attack them. At the temple, Batros does not take too kindly to Beast Man and Trap Jaw's invitation. He attacks Trap Jaw with magic snakes but decides to follow Beast Man to Snake Mountain. As Batros leaves, the snakes

around Trap Jaw turn into rope, which Teela and Orko promptly use to tie him up and hang him from the ceiling. Orko manages to find his unicorn book, and they leave the temple.

At Snake Mountain Skeletor and Batros, after a brief battle, come to an agreement. Just as He-Man arrives at the temple, Man-At-Arms contacts him, telling him that Skeletor and Batros are heading toward Castle Grayskull. When He-Man confronts the villains, Skeletor immediately vanishes, but Batros fights He-Man and causes him to fall into the abyss. He-Man quickly climbs back out and throws Batros back to the Dark Side of Eternia.

At the temple, Man-At-Arms, Teela, and Orko discover the books are no longer there. He-Man and Battle Cat go to Snake Mountain and, after a brief encounter with Skeletor, recover the books.

Back at the Royal Palace, Prince Adam celebrates his birthday, and Orko is able to give him the unicorn book.

MORAL **TEELA.** "You sure have your hands full." **ORKO.** "Well, I have lots of reading to catch up on." **TEELA.** "Good for you, Orko! You know, when you open up a book, you're really opening a door to a wonderful world of entertainment and information." **ORKO.** "That's for sure! I'm finding out all about science, and dragons, and sports—but mostly bodybuilding!" **TEELA.** "You have a book on bodybuilding?" **ORKO.** "No, but carrying all these books sure builds my body." **TEELA.** "Oh, Orko."

REVIEW The premise of this episode, with the villain of the piece stealing all of Eternia's knowledge, is refreshing. But instead of focusing on its two strongest assets (Batros and the Temple of the Sun), we end up with a below-average story. The episode contains a wealth of wonderful possibilities, but the introduction of Skeletor midway through quickly eliminates any credibility that Batros had. All of the suspense and mystery that were present in the first act are lost during the second act, which includes one of the most uninspiring villainous attacks on Castle Grayskull, and He-Man and Battle Cat running back and forth across Eternia. **5/10**



START POSE...

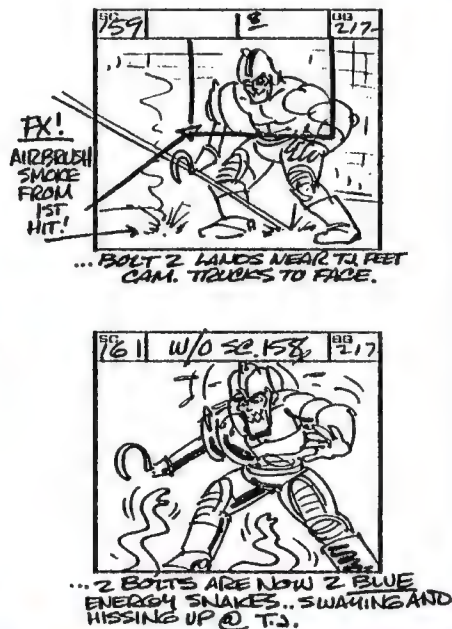


BATROS SPREADS HIS WINGS

SAME/AS

The animation of Trap Jaw excitably snapping his jaw was previously used in "The Region of Ice."

During the battle at Castle Grayskull, certain pieces of direction and animation are strikingly similar to those in "Diamond Ray of Disappearance."



BONUS THE SAVAGE HENCHMAN: A comparison between the Beast Man that appears in this episode and the one from "Prince Adam No More" reveals what seem to be two different characters. This episode marks the point in the series in which Beast Man is played purely for laughs; he no longer shows an ounce of fierceness or independence. Throughout the episode Beast Man is ridiculously terrified of Skeletor. Even Batros manages to make Beast Man look stupid. From this moment on, the Savage Henchman is no more.

DELETED SCENES

In the script Prince Adam slips as he is climbing the rope, after which Cringer scoffs to Teela, "I think he's slipped."

Act 1 originally ended with Trap Jaw threatening Orko and Teela.

A removed scene had He-Man and Battle Cat entering Snake Mountain only to be confronted by Skeletor's Hover Robots. Trapped behind a large gate of metal bars, He-Man turns the bars into a large iron ball, and then throws it like a bowling ball toward the robots.



TRIVIA

• The title card of this episode features an accompanying musical score exclusive to this episode.

• When aired in the UK, the sequence in which Teela is teaching Prince Adam how to climb a rope was removed for time.

• Professor Smallen from "Keeper of the Ancient Ruins" returns in this episode. John Erwin voices the character once again, but this time he is more gruff. In addition, his color scheme is different.

• The Temple of the Sun from the episode "Temple of The Sun" makes a reappearance, faithful to its original purpose.

• Charles Zembillas designed Batros, giving him the bat emblem. Zembillas would later play a pivotal role in designing the Evil Horde character models, which helps explain the similarity in the bat-emblem design.

• Batros was a character later included in the season 2 series bible written by J. Michael Straczynski.

• This episode features the most insults directed by Skeletor toward Beast Man.

• Skeletor makes reference to the fact that physically, he has no heart.

• This episode is the first one in the series to show a more finalized-looking version of the abyss that surrounds Castle Grayskull.

• Prince Adam's birthday cake has nineteen candles on top, revealing that up until this point in the series he was eighteen, and may be even younger in the earlier episodes.

• Prince Adam's next shown birthday would be in *A Christmas Special*, the *He-Man and She-Ra* holiday-themed adventure, where he would share it with Princess Adora.



ORIGIN OF THE SORCERESS

CAST Battle Cat, Cringer, Ferros, He-Man, Kuduk Ungol, Man-At-Arms, Morgoth, Orko, Prince Adam, Rachney, Repta, Sorceress, Stridor, Zoar



MEMORABLE QUOTES

"It is said that when the evil times come, and a fighter for good is needed, the Castle of Grayskull will open its great jaw-bridge." [The Old Man shapes Teela Na's destiny]

"Besides, she is one woman—alone—she can do nothing to harm us." [Ferros underestimates Teela Na]

"You who seek help, enter. But know you this: if you enter the walls of Castle Grayskull, you may never again be the same as you are now." [Kuduk Ungol welcomes Teela Na into Castle Grayskull]

"It will not be an easy task, Teela Na. You will fight many battles, see great sadness, and great joy." [Kuduk Ungol warns Teela Na of the responsibility she faces]

"From this day on, you shall ever be . . . the Sorceress!" [Kuduk Ungol announces Teela Na's new identity]

"Before you go, Sorceress, I want to thank you for all that you've done—not just today, but for all those years you've patiently waited, protecting Castle Grayskull." [He-Man lets the Sorceress know how much she means to him]

"It has been the highest honor, He-Man, and it has been, and always will be, a joy for me to call you my friend." [The Sorceress repays He-Man's kind words]

SYNOPSIS As Man-At-Arms presents Stridor, his latest invention, to his friends, a Wheel of Fire appears in the skies over the Royal Palace. The Sorceress summons He-Man to Castle Grayskull, where she explains to him that Morgoth, a wizard banished to a prison zone by the Ancients, is returning. He-Man, the Sorceress, and Stridor journey to Dark Mountain to prepare for the coming of Morgoth.

Using the Crystal of Allenar to maintain her form, the Sorceress begins to explain her previous encounter with Morgoth, which began when she was simply Teela Na, a villager from Nowella. Morgoth, with an army of alien invaders, imprisoned all those in her village. A fellow prisoner told Teela Na of the legend of Castle Grayskull. That night Teela Na escaped her captors and searched out the castle.

Upon locating the castle, she heard a voice call her inside, where she found Kuduk Ungol, the former Sorceress. Kuduk

Ungol offered Teela Na the power to defend her village, but only if she replaced her as the guardian of Castle Grayskull. Teela Na accepted and emerged from the Pool of Power as the Sorceress. With her new powers, Teela Na liberated her village from the alien invaders and sent Morgoth back to his dimension.

As the Sorceress finishes her tale, Morgoth's Wheel of Fire appears, and he drops a large magical gem into the ground, placing a force field around it which no living creature can breach. As He-Man and the Sorceress desperately try to battle Morgoth's power, Stridor penetrates the force field and kicks the gem away before succumbing to Morgoth's onslaught. He-Man destroys the gem, sending Morgoth back into exile.

Back at the Royal Palace, Man-At-Arms' Electro-Thought Monitor reveals that Stridor desires to be free. The heroes release Stridor into the wild as He-Man and the Sorceress reaffirm their friendship.

MORAL HE-MAN. "Today we learned about the importance of taking the responsibility to care about our fellow man. If you have a friend who needs help, who's having a difficult time, do whatever you can to help them out. Because, as you saw in today's episode, no matter how big the problem, one person, or one living creature, can make a big difference. See you next time!"

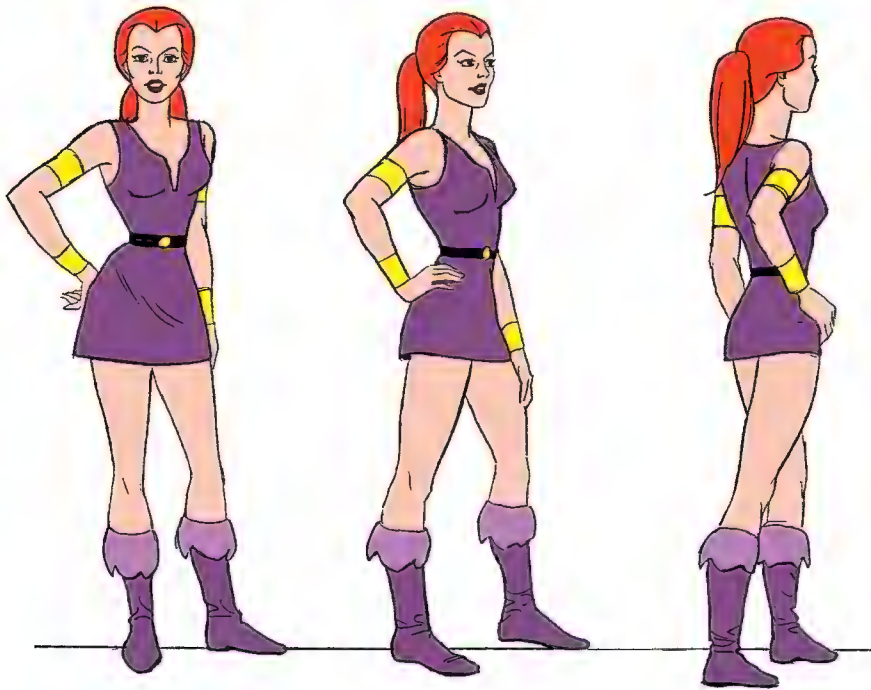
REVIEW This episode has easily one of the most beautiful scripts of the series. The final scene alone is one of the most touching pieces of writing in the series. It carries a great deal of emotional depth in its story of how Teela Na came to be the Sorceress of Castle Grayskull, particularly when added to how much we already know she has sacrificed over the course of the series. The dialogue between He-Man and the Sorceress is emotional, and it truly feels like two friends are finally expressing their mutual love and respect for one another. This scene, along with the rest of this episode, feels like a long-overdue acknowledgment of just how loved, respected, and important a character the Sorceress is. Even Stridor has a part to play in the script. The episode's acknowledgment of the *She-Ra* series is good, but not for one second does it overshadow the wonderful character writing. This is J. Michael Straczynski's finest episode and one of the best of the series. **9/10**



SAME/AS

During the meteorite attack on the palace we see Man-At-Arms shooting his blasters; this is the same animation used in the introduction of the show.

Dark Mountain utilizes the same backgrounds as the temple ruins previously seen in "Colossor Awakes."



DELETED SCENES

In the original script, the episode opened with the Sorceress seeing a vision of the Wheel of Fire, thus alerting her to the return of Morgoth.

When Man-At-Arms refers to Stridor as the "perfect companion for He-Man," Cringer originally objected to this comment.

Although He-Man and the Sorceress travel to Dark Mountain, the place where we see them is referred to in the script as the Ruins of Morgoth.

The script explicitly states that the invaders are the Horde from the *She-Ra* series, though this is never mentioned in the episode.

The three prominent Hordesmen are the rat-like Ferros, the lizard man Repta, and the spider-like Rachney.

Morgoth appears to be very angry at Rachney's proposal to invade immediately because of a

line removed from the episode that has the three warriors deciding to conquer Eternia for themselves.

In the script, act 2 opens with He-Man and the Sorceress still at the Ruins of Morgoth, though now it is night.

A removed action scene had He-Man battle Morgoth's Night-Walkers, creatures who await his return. He-Man defeats the creatures by using his sword to dazzle them.

J. Michael Straczynski specifies in his script to show She-Ra's sword to "get the viewers' minds working."

A removed scene showed Kuduk Ungol leaving Castle Grayskull as a cloaked figure.

The final emotional scene originally had the Sorceress thank He-Man telepathically and gently graze his face with the tip of one wing.



Morgoth was given two designs for the episode: his initial weak form and his giant, powerful form, complete with an angry expression.

TRIVIA

- This is the first and only time the toy-accurate Stridor appears in the series. Previously there have been android horses, including one android horse in "Pawns of the Game Master" called "Strider."

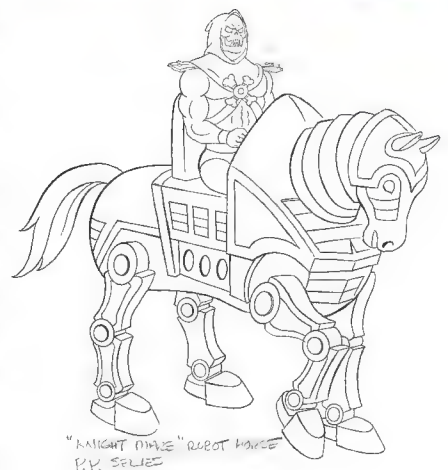
- Stridor was actually recolored as "Nightmare," based on the toy of Night Stalker. However, the character was never used in the series.

- In this episode the Sorceress uses the Crystal of Allenar, which allows her to maintain her true form outside of Castle Grayskull.

- Although female in the script, in the character's initial design, Kuduk Ungol was illustrated as an old man.

- When released on video in the US, roughly two minutes from the beginning of the flashback sequence were missing.

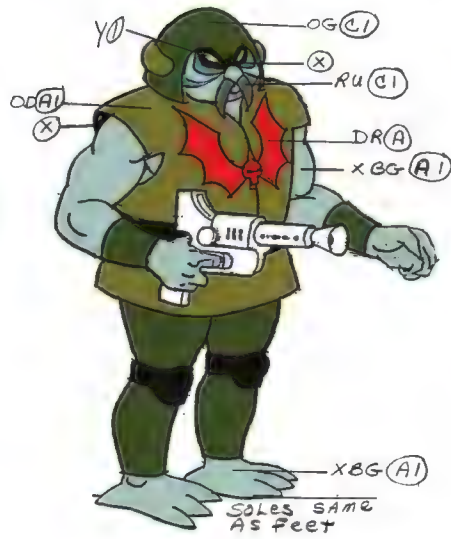
- Originally, *He-Man's* second season, dated 1984, was to consist of thirty-nine episodes. When the decision was made to produce more, this was one of seven episodes that were held back for the batch of episodes dated 1985 (which explains the lack of quotation marks on the title card).



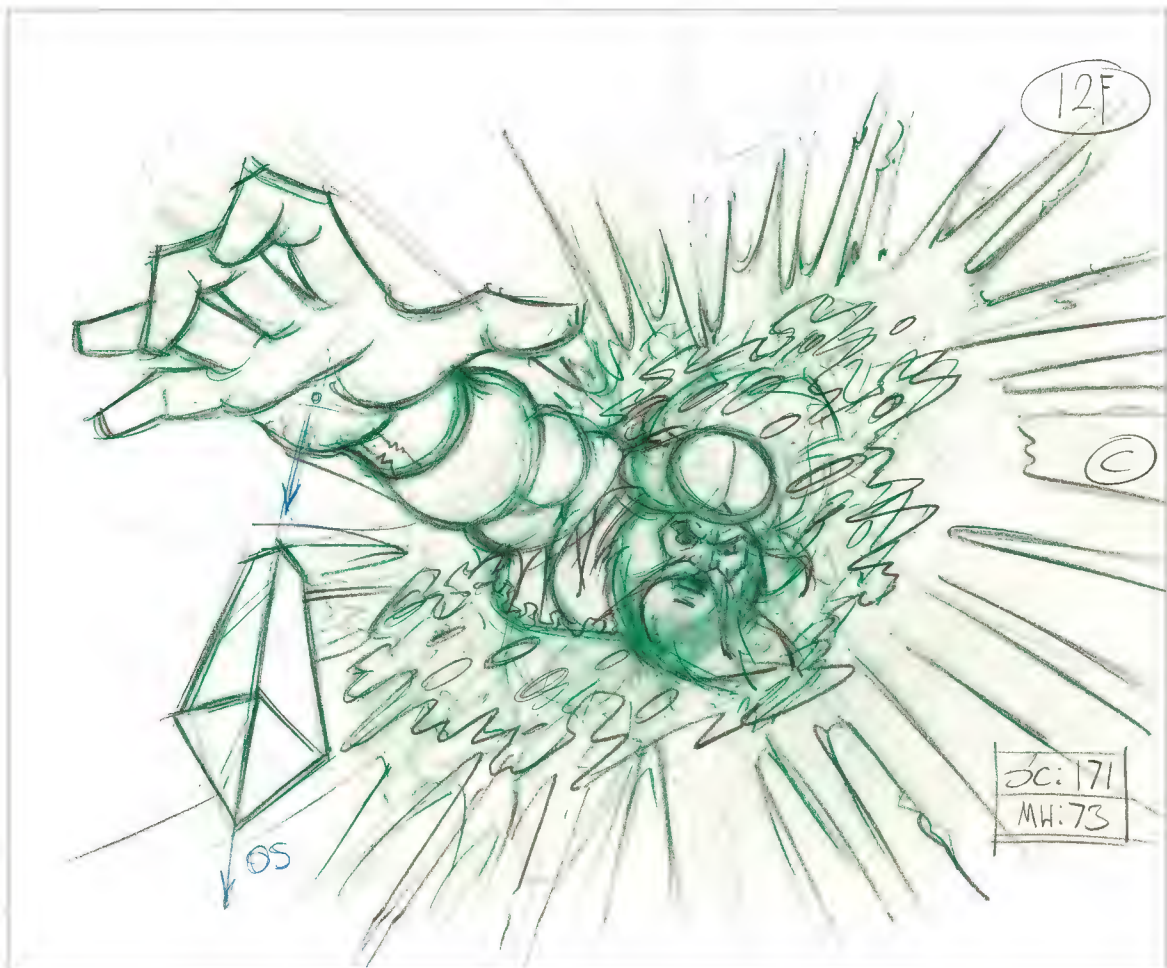
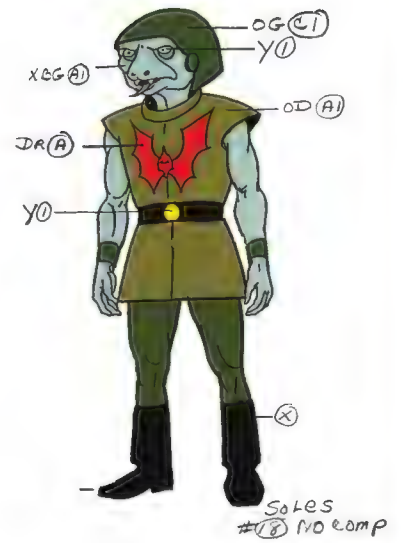
FERROS



RACHNEY



REPTA





This piece of layout artwork shows the Sorceress creating a magical shield to protect herself from Morgoth's magic.



Morgoth was quite the imposing character, especially when illustrated from low angles.

ISLAND OF FEAR

CAST Buzz-Off, Cringer, He-Man, King Randor, Man-At-Arms, Mer-Man, Orko, Prince Adam, Skeletor, Teela, Whiplash

SYNOPSIS King Randor announces the completion of Man-At-Arms' latest engineering miracle, the Great Eternian Dam. Later, at the Royal Palace, Buzz-Off informs King Randor and Prince Adam that the Eternians have lost five food transports on the Eternian Ocean in the last month. Buzz-Off mentions that while flying over the ocean he spotted a small volcanic island, one which does not exist on the map.

Prince Adam, Cringer, and Man-At-Arms fly the Wind Raider out to where Buzz-Off saw the island but find nothing. As they fly near the Eternian Dam, they hit a rock formation. Man-At-Arms realizes that it is part of the mysterious island. The collision causes the Wind Raider's engines to fail, and the three of them fall into the water. He-Man saves Cringer and Man-At-Arms from drowning just as Buzz-Off appears with Orko and transports them safely to the island.

Prince Adam, Cringer, Man-At-Arms, and Orko explore the island and discover

a waterfall. Prince Adam loses the Sword of Power when he and Man-At-Arms are dragged underwater. The pair discover Eternia's missing food ships in an underground lake just as Skeletor, Mer-Man, and Whiplash appear in the Collector. Skeletor explains that he plans to starve the Eternian people by withholding the food and crashing his volcanic island into the Great Eternian Dam, thus flooding the kingdom.

A short while later the Heroic Warriors locate an underground tunnel that leads them to a large cavern that turns out to be the engine room of the island. Teela manages to free Prince Adam and Man-At-Arms, and it is not long before He-Man confronts Skeletor, destroying the engine of the island in the process.

Back at the Royal Palace, it is determined the island will become a national park for the people of Eternia.

MEMORABLE QUOTES

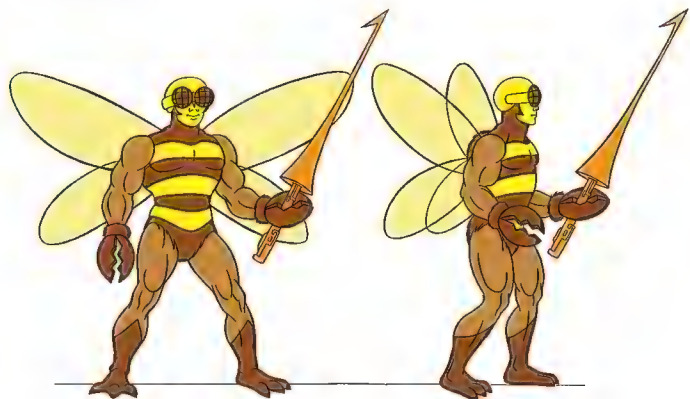
"This is becoming a wonderful day for evil." [Skeletor is delighted by his latest plan]

"Following your fishy smell will destroy my sensitive nose." [Whiplash forbids Mer-Man to lead the way]



MORAL **TEELA.** "I sure enjoy jogging along this meadow." **PRINCE ADAM.** "So do I. It's too bad every place in Eternia can't stay as natural and untouched as this place is." **TEELA.** "You're right. But progress does force changes. And sometimes those changes mean we have to take down trees in order to put up buildings." **PRINCE ADAM.** "That's why it's important to set aside some places to remain natural, where children can play and where we can all enjoy the wonders of nature."

REVIEW This story comes close to being one of the great action-adventure episodes of the second season, but just misses out. This is mainly due to the dialogue, which is not very good. Even though the island is a fantastic location for the cast, the heroes themselves are not given any decent material whatsoever. The one thing worth noting is that Skeletor's plan in this episode is impressive. Although he is not written at his best, the villain does get some very good dialogue which emphasizes his cruelty. The action scenes and unique setting make this a memorable episode, but with some decent character writing, it could have been one of the best. **6/10**



SAME/AS

All the backgrounds for the island in this episode are the same as those used for Dragosaur Isle in "The Time Corridor."

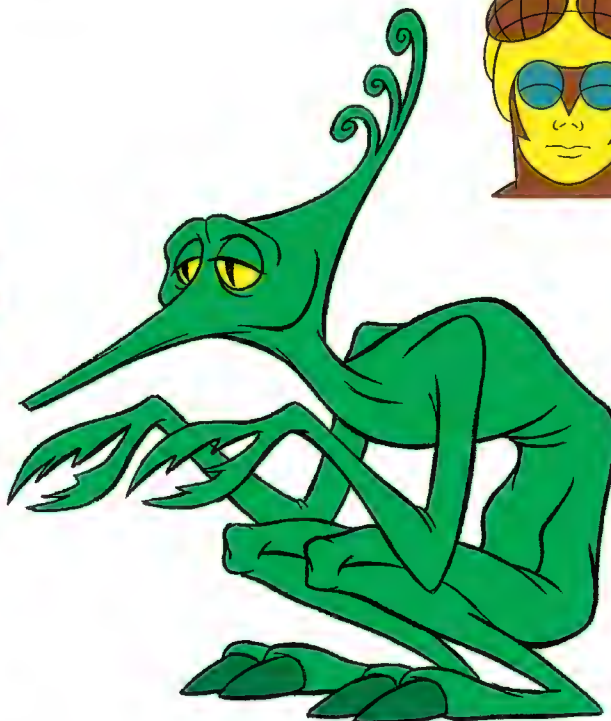
The sequences of Orko sheathing and unsheathing the sword and presenting the sword to Prince Adam were originally used in "Disappearing Act," although here some shots have been reanimated.



DELETED SCENES

Amusingly, in the script, as He-Man flies through the air holding on to Cringer and Man-At-Arms, he states, "Now all we need is a place to land."

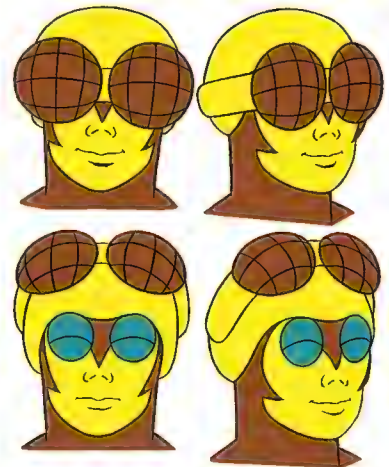
Act 1 originally ended with Prince Adam and Man-At-Arms carried by the torrent at breathtaking speed deep into the island's underground lair.



Left: Orko meets one of the island's unique inhabitants.

TRIVIA

- On the episode's title card we see two director credits instead of the usual one.
- This episode marks the first appearance of Buzz-Off in the series.
- This is the first time we see Prince Adam transform into He-Man while floating in the water. On this occasion there is no visible water distortion when he raises his hand to unsheathe the Sword of Power; the water distortion would be seen in "Hunt for He Man" and "Revenge is Never Sweet."
- Whiplash was designed by character artist Harry Sabin.
- Even though Lou Zukor directed ten episodes from the first season, this was the only episode he directed during season 2.
- When aired in the UK, the end of the episode was heavily cut for time. The final shot showed Skeletor standing atop Mer-Man and Whiplash and shouting, "Mush! Mush!"



TO SAVE SKELETOR

CAST Battle Cat, Cringer, Evil-Lyn, Fisto, He-Man, King Randor, Man-At-Arms, Prince Adam, Queen Marlena, Sh'Gora, Skeletor, Sorceress, Teela, Trap Jaw, Whiplash, Zoar



MEMORABLE QUOTES

"The last things I heard were those terrible screams coming from inside Snake Mountain." [Whiplash is still shaken by the arrival of Sh'Gora]

"I know the way, He-Man! I've been there before!" [Skeletor rejects He-Man's directional assistance to Castle Grayskull]

"Hmmm. So that's how he does it!" [Skeletor finally witnesses He-Man lowering the jaw-bridge with the aid of the Sword of Power]

SYNOPSIS Whiplash arrives at the Royal Palace begging for help. He reveals that Skeletor and Evil-Lyn summoned Sh'Gora, a powerful other-dimensional being, to Eternia. Upon its arrival, the creature effortlessly overpowered the Evil Warriors, but Whiplash was able to escape Snake Mountain.

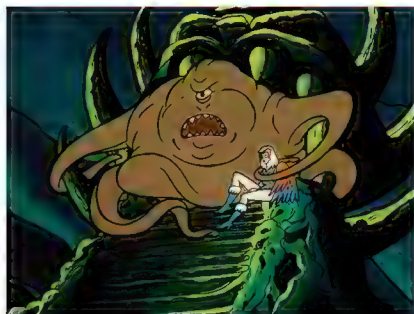
The Sorceress tells Prince Adam that as He-Man, he must unite the forces of good and evil in order to defeat Sh'Gora. He-Man, Battle Cat, Man-At-Arms, Orko, Teela, and Fisto follow Whiplash into Snake Mountain, where they witness Sh'Gora draining the power of Skeletor, Evil-Lyn, and Trap Jaw.

The heroes free the villains, but Sh'Gora appears and, before vanishing, summons a horde of leech-bats to attack. The Heroic Warriors and the Evil Warriors combine their powers to defeat the creatures. They all gather outside of Snake Mountain and prepare to head for Castle Grayskull.

Meanwhile, at the castle, Sh'Gora overpowers the Sorceress with ease and enters. Upon arriving, He-Man, Skeletor, and their allies are attacked by a possessed Sorceress. Evil-Lyn frees her from the spell of Sh'Gora, who himself has gone to the Travel Corridors to create a gateway that will transport Eternia into his own dimension.

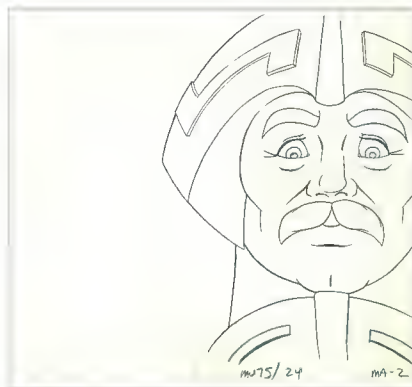
The warriors manage to pin Sh'Gora down long enough for Skeletor, Evil-Lyn, and the Sorceress to combine their powers and shatter Sh'Gora's Travel Corridor. The resulting vacuum begins to drag Sh'Gora into it, but one of his tentacles latches onto He-Man. Orko manages to save He-Man, and the heroes watch as Sh'Gora disappears into the inky black void.

He-Man finds Skeletor and the Evil Warriors attempting to locate the power of Grayskull. He-Man successfully tricks Skeletor into entering a door which leads directly to Snake Mountain.



MORAL FISTO. "Hi, there. In today's story we had a tough job to do. And the only way we could do it was to get some help and work together. Now, there are always jobs or problems that are too tough to handle alone. And when that happens, you should never be ashamed to admit you need help. Likewise, when someone asks you for help, give them a hand. Yours may not be as big as mine, but it'll still be appreciated. And if I can ever give you a hand, just let me know!"

REVIEW Usually when the forces of good and evil unite in a story, you cannot go wrong. And while this episode does bring together Eternia's main cast of characters, what it fails to do is use them effectively. The result is that there are too many characters doing nothing from scene to scene, and many cast members, such as Battle Cat, Man-At-Arms, and Trap Jaw, are completely wasted. This story could have been even stronger had it kept its cast down to a minimum. Without a doubt the episode's strongest moment is the beautiful opening, which is both scripted and directed to perfection. Though this episode does have a few faults, the character of Sh'Gora is strong enough to make this one of the best of the season. **7/10**



SAME/AS

The animation of He-Man catching the falling Sorceress was previously used to show him catching Man-At-Arms in "Colossor Awakes."

This episode once more uses the Travel Corridors room previously seen in "She-Demon of Phantos" and "Dawn of Dragoon"; it would next be seen in the *She-Ra* episode "Loo-Kee Lends a Hand."

When the Sorceress magically transports He-Man to Skeletor's location within Castle Grayskull, the animation of her spell casting was previously used in "The Cosmic Comet."



DELETED SCENES

The script indicates the celebration at the beginning of the episode is in honor of Queen Marlena's twenty-fifth year on Eternia.

In the original script, Sh'Gora was never supposed to talk out loud and would always communicate via telepathy.

Man-At-Arms does not do much throughout the episode because in the script he stays behind to guard the Royal Palace and therefore has no more speaking lines or action scenes.

A removed scene has the warriors traveling to Snake Mountain in the Attak Trak. While Fisto complains about helping Skeletor, Whiplash and Battle Cat exchange insults and nearly come to blows.

The script features a more believable action sequence in which He-Man catches Sh'Gora's creatures by creating a whirlwind with his sword rather than his breath, as in the episode.



Right: The Sorceress in her hideous Harpy form.

TRIVIA

- It is surprising to see Paul Dini's name on this episode, as it is his only season 2 script.
- The character of Sh'Gora is voiced by John Erwin.
- The script indicates the water that Fisto lets inside Snake Mountain is red, as the waterfall he refers to is Blood Falls.
- Before they journey to Castle Grayskull, we see the Heroic Warriors and the Evil Warriors outside Snake Mountain; oddly, and for the first time in the series, we see that it is daylight outside of Skeletor's lair.
- After Skeletor finds himself back in Snake Mountain we see a familiar shot of his lair, but Blood Falls and the entire back section of the mountain are missing.
- Orko refers to himself as a "purple-blooded Trollan."
- Fisto would not appear in the series for another fifty-three episodes.



BONUS ENTERING SNAKE MOUNTAIN:

Whiplash leads the Heroic Warriors to Snake Mountain and shows them a secret entrance which is revealed at the push of a button.

THE ICE AGE COMETH

CAST Battle Cat, Cringer, Great Catterchiller, He-Man, Icer, King Randor, Man-At-Arms, Orko, Philip, Prince Adam, Queen Marlena, Skeletor, Teela, Whiplash

SYNOPSIS At the Royal Palace, a young guard named Philip watches over the Weather Station's Ice Raider as Orko appears, wishing to entertain him with his magic. As Philip is distracted, Whiplash turns up, intent on stealing the Ice Raider. Philip fails to call out the guard and attempts to confront Whiplash by himself. He-Man appears and saves Philip from Whiplash, defeating the villain in the process.

However, he leaves it lowered for far too long, and Icer effortlessly gains entry. Within a short space of time, Icer takes control of the Weather Station.

The heroes notice that a large glacier is slowly but surely approaching the Royal Palace, eating up the land as it does. Prince Adam, Cringer, Teela, and Orko head to investigate, but they encounter some Ice Trolls. After He-Man and Battle Cat have dealt with the Ice Trolls, the heroes learn from Philip of Icer's dominance.

Icer begins freezing the heroes as He-Man and Battle Cat contend with the Great Catterchiller, a creature awoken from its slumber by Orko. Reunited, the heroes decide to try to generate heat from the center of Eternia. He-Man drills down deep enough to release the heat, causing Icer to flee. Back at the palace, Philip finally accepts responsibility for his actions.

Skeletor admonishes Whiplash but rejoices when King Randor decides to relocate Philip to the Weather Station. Philip feels as if he is being punished, but he journeys north in the Ice Raider. Skeletor contacts his warrior Icer and, knowing that they will have to lower the Protective Screen in order to let the Ice Raider in, commands the villain to seize this opportunity to launch his attack.

Later, Philip, aboard the Ice Raider, lowers the Protective Screen to pass through.

MORAL PRINCE ADAM. "Well, how are things going at the Weather Station, Philip?" **PHILIP.** "Well, it's lots of work—and plenty of responsibility. You know, part of growing up is learning how to be a responsible person." **TEELA.** "That's for sure. Whether a job is big or small, it's nice when you know that you're the kind of person people can depend upon to get the job done." **PRINCE ADAM.** "That's right, Teela. Being responsible means you can be depended upon. And that's a big step towards becoming a winner!"

REVIEW From start to finish, this is one of the most entertaining episodes of the series. Not only do we have a refreshingly new environment, but we also have in the character of Icer the only one-shot Evil Warrior of season 2. We get the impression throughout that the cast themselves are not taking the script too seriously, with everyone, bar Teela and Philip, going through this episode with a wry smile on their faces. The stars of this episode, without a doubt, are He-Man and Orko, who are given some wonderful dialogue and action scenes. This episode should be noted for its interesting and unique depiction of the cast in a fun story. **7/10**

MEMORABLE QUOTES

"They should call you Wimplash!" [Skeletor is not pleased with Whiplash's most recent failure]

"Not if I use my patented bank shot." [He-Man demonstrates his ability to throw a large snowball]

"What else is new?" [Orko is less than surprised to learn that Skeletor is behind the latest troubles on Eternia]

"I see Icer's running in more ways than one." [He-Man makes a joke at the villain's expense]



TEELA ENTERS —
TEELA
(sotto voice)
Why doesn't he just own up... why doesn't he stop making all these excuses?

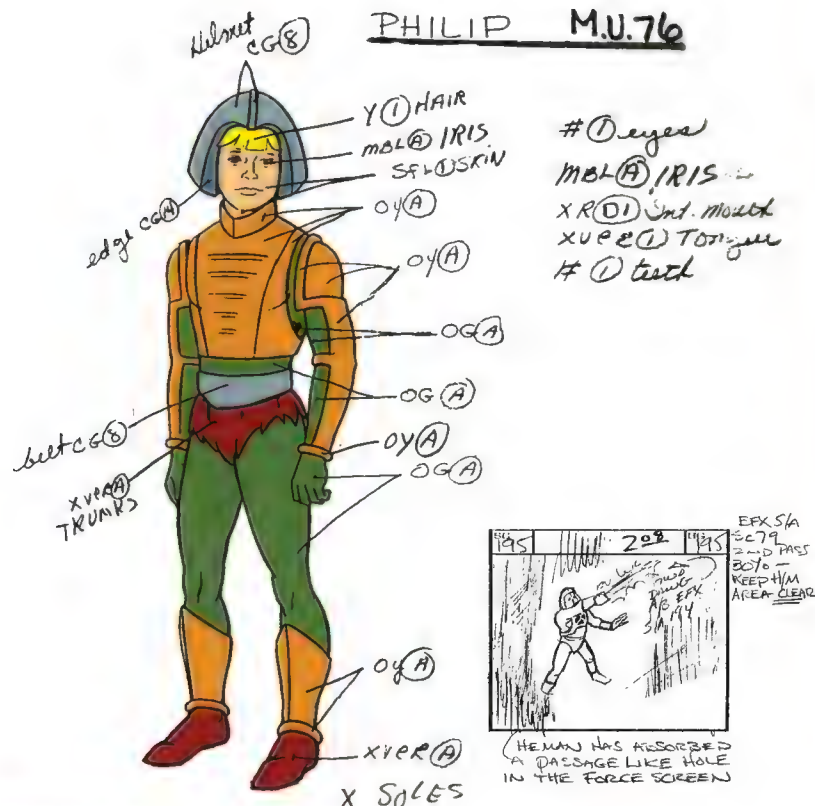


ADAM TURNS TO TEEL
TEELA DIAL THE
BOTH TURN TO CAM

SAME/AS

The animation of He-Man holding his sword aloft and chopping at rocks in the core of Eternia was previously used in "House of Shokoti" Part 2 and "The Cat and the Spider."

The Weather Station has appeared numerous times in the series, standing in for Stardica in "Like Father, Like Daughter" and Polonia in "Castle of Heroes." It would later appear in "Happy Birthday Roboto" as Station Zeta.



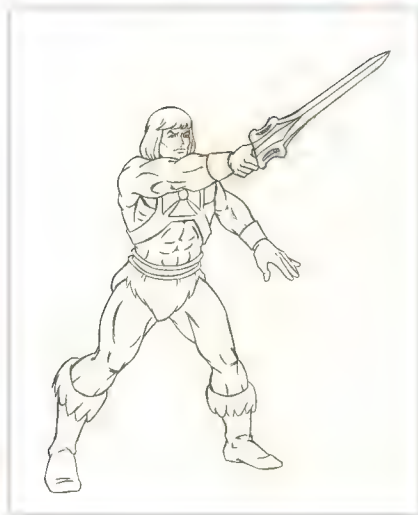
DELETED SCENES

In a removed scene, Orko comments, "I've got bad news and . . . bad news." Teela asks to hear the first "bad." Orko explains that Man-At-Arms has calculated that if the glacier is not stopped, it will soon be too late.

Act 1 originally ended with He-Man realizing that Icer had captured Teela and the glacier was reaching the point of no return.

In a removed scene, He-Man and Philip discover that the Weather Station's controls are set to bring about an ice age.

In the script, Orko attempts to find Teela and pulls out a crystal ball that turns into a snow globe, leaving He-Man unimpressed.



Left: The menacing Icer, originally known as both Snow Man and Ice Man, was designed by Charles Zembillas.



TRIVIA

- The Philip in this episode is no relation to Mekaneck's son Philip, who appears in the episode "Search for a Son."

- The Ice Raider is specific to this episode and described as a "Wind Raider, but white and with skis."

- Hal Sutherland storyboarded this episode and added some nice touches, such as when Orko acknowledges the audience on two occasions. The first time is when Philip is being attacked by Whiplash, prompting Orko to break the fourth wall and speak to the audience. The second time is when Teela climbs up the mountain; Orko turns to the audience and waves as he flies upward and out of shot.

- Another nice touch is that Prince Adam moves into his transformation pose instead of already standing ready to draw the Sword of Power.

- For the first time in the series Cringer successfully flees the transformation.

- This is the first and only appearance of Icer, who from the dialogue would appear to be one of Skeletor's regular villains.

- Although it is never specifically shown, Icer is approximately a foot and a half taller than He-Man.



TRouble IN TROLLA

CAST Battle Cat, Crimson Council, Cringer, Dree Elle, Gark, He-Man, King Randor, Man-At-Arms, Montork, Orko, Prince Adam, Queen Marlena, Scarg, Snoob, Sorceress, Teela, Whiplash

SYNOPSIS Orko's Magic Pyramid appears in the Royal Palace's throne room. Dree Elle emerges, much to Orko's delight, and informs him that a young Trollan wizard named Snoob has successfully challenged and succeeded Montork in his role as head of the Academy of Magic.

As Orko heads back to Trolla with Dree Elle, Prince Adam and Cringer go to Castle Grayskull. Orko's return brings great joy to the unhappily retired Montork, who explains that his magic inexplicably failed to work in his duel with Snoob. He says that the Crimson Council made Snoob the new head of the Academy of Magic because they believed Montork's magic was too old.

Meanwhile at Castle Grayskull, the Sorceress prepares a dimensional gateway through which He-Man and Battle Cat can travel to Trolla. After receiving an icy welcome from Snoob, Orko and Dree Elle sneak inside the Academy of Magic, where they discover Whiplash, who has been controlling Snoob through fear.

Whiplash commands Snoob to teach him Trollan magic so that he can prove himself to Skeletor. Whiplash's Kroom henchmen capture Orko and Dree Elle as the villain reveals that during the duel, he used a ray on Montork that briefly weakened his powers. Hearing this, Snoob realizes his mistake and turns on Whiplash but is also captured. Montork's pet Gark witnesses the Krooms take Orko, Dree Elle, and Snoob to their fortress.

He-Man, Battle Cat, and Montork battle their way through the Kroom Fortress.

Meanwhile, Orko and Snoob team up to fight Whiplash, who unleashes the Scarg upon them, the most dangerous beast on Trolla. Montork arrives and, using his magic alongside Orko and Snoob, defeats the Scarg as He-Man and Dree Elle overpower Whiplash. Snoob later apologizes for his arrogance as they prepare to enjoy a meal of Roast Gooble.

MORAL **ORKO.** "Hi! In our tale today, Snoob learned a very important lesson. He found out that when young people and older people work together they can accomplish a great deal. You see, older people have experience that can help young people, if they're willing to listen. And that's why you should always respect older people and pay attention to the advice they give you." **MAN-AT-ARMS.** "Well, Orko, for once you're right." **ORKO.** "Aren't I always?" **MAN-AT-ARMS.** "Until later..."

REVIEW With Robby London having left the series, Larry DiTillio took it upon himself to explore Orko's home world. The problem is that while he creates a script to take us away from Eternia, throughout the story we still feel like we are on Eternia. There is not enough uniqueness to give the impression that this episode takes place on Trolla. This is the fault of both the script and the direction. The inclusion of the Krooms and the locations are not as visually interesting as they should be. Trolla should be a magical place. The Trollans themselves also present a problem: the magic and wonderment they often bring to the series are not present, resulting in a surprising disappointment. 5/10

MEMORABLE QUOTES

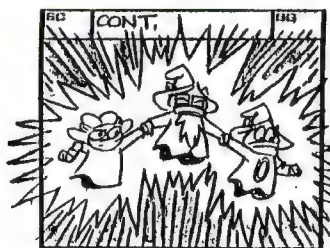
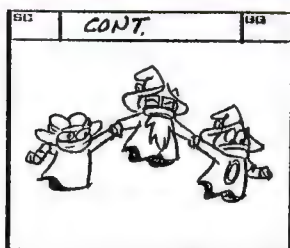
"This is me, Orko, remember? You don't have to pretend with me..."
[Orko sees through his uncle Montork's act]

"All right. If you won't go with me, I know someone who will. Namely, Battle Cat!"
[Prince Adam explains to Cringer that a journey to Trolla is inevitable]

"You... You're He-Man's friend!" [Whiplash appears to have forgotten Orko's name]

"This place has more twists than a pretzel factory." [Orko's confusion within the Kroom fortress paints a nice picture]

"Well, with all this magic and muscle around I had to contribute something." [Dree Elle enjoys her brief moment of victory over Whiplash]



And the three of them glow with an unequalled brilliance.

MONTORK
Fumble, fumble, fumble, fall,
Beast of evil now grow small.



SAME/AS

The Scarg's character model was previously used for the Sand Devil in "The Witch and The Warrior."

The animation of Whiplash striking out at He-Man would later be used in "Fraidy Cat."



DELETED SCENES

In the script we do not see Prince Adam transform into He-Man. After he says, "Namely, Battle Cat!" to Cringer, Cringer immediately replies, "Aw, Adam, that's cheating!" The scene ends with Prince Adam holding the sword aloft and preparing to utter the magic words.

In the script, after the Trollans have cheered for the forthcoming Roast Gooble, Battle Cat turns to He-Man and asks, "Roast Gooble?"



ANGLE ON HE MAN, BATTLECAT, MONTORK - KROOM FORTRESS VISIBLE.
All are looking toward the Fortress.
MONTORK(V.O.)
There it is. The Kroom Fortress.

Left: The Kroom Fortress appears to be a slightly wackier base of operations in the storyboards.



TRIVIA

- The title card of this episode features an accompanying musical score exclusive to this episode.

- The Crimson Council, who appear in Montork's flashback, are introduced to the Trollan mythos in this episode by Larry DiTillio. When he wrote the *She-Ra* episode "The Greatest Magic," which featured Trolla, he made sure to bring back the Crimson Council, giving them speaking parts.

- As in the previous episode, "The Ice Age Cometh," Prince Adam moves into his transformation pose instead of being shown already standing and ready to draw the Sword of Power.

- The fact that Trolla reverses the magic of Eternia (as seen in "Dawn of Dragoon") appears to have been forgotten in this episode. Although Prince Adam and Cringer transform into their other identities prior to journeying to Trolla, upon stepping through the portal, they should immediately become their normal selves.

- The arrogant Trollan Snob is voiced by Erika Scheimer.

- A surprising scene occurs when Whiplash appears to kill the Scarg that resides in his boot. We see no subsequent shots of the Scarg alive and well.

- Beast Man makes reference to the Trollan delicacy Roast Gooble in the episode "Orko's Return."

- The Kroom leader bears some similarities to Imp from the *She-Ra* series; both characters were designed by Charles Zembillas.

- Both Orko's uncle Montork and Dree Elle would also appear in the *Masters of the Universe* comic published by Marvel's Star imprint.

- This episode is one of three that were used in the direct-to-video movie *Skeletor's Revenge*, which was used to promote the 1985 batch of episodes.



BETRAYAL OF STRATOS

CAST Baraka, Beast Man, Carrock, Hawke, He-Man, Kraal, Orko, Prince Adam, Skeletor, Sorceress, Stratos, Trap Jaw, Tri-Klops, Whiplash

SYNOPSIS In the city of Avion, Stratos's journey to the Force Field Generator is interrupted by Hawke. Stratos leaves to check with a surveillance Bird Man, who is shocked when Skeletor, Beast Man, Trap Jaw, and Tri-Klops appear on his monitor. When the Bird Man tries to activate the force field, it fails to materialize. Stratos leaves to check on the generator and discovers it has been deliberately wrecked. Collectively the Bird Men manage to overpower the Evil Warriors, but Skeletor warns that he will be back.

Hawke discovers Stratos trying to fix the Force Field Generator and later, in front of his fellow Bird People, accuses him of sabotaging it. Stratos is banished and, away from the Egg of Avion, begins to grow tired and lose the power of flight. He lands in a nest and is quickly attacked by the Carrock.

He-Man and Orko save Stratos by feeding the Carrock fruit and convincing it that he meant no harm. Stratos explains his predicament to He-Man and Orko, both of whom vow to aid Stratos to clear his name.

Back in Avion, the Bird People find that all their defenses have been sabotaged and realize that Stratos was innocent. Skeletor attacks once more and steals the Egg of Avion, prompting He-Man, Stratos, and Orko to journey to Castle Grayskull, where the Sorceress tells them that the Egg of Avion is now located in the Demon Zone.

He-Man and Stratos enter the Demon Zone, the lair of Whiplash and the King of Demons, Kraal, but Orko is stuck outside. The heroes battle their way through the Demon Zone and discover a captured Hawke, who reveals that she aided Skeletor but in return for her help was imprisoned.

He-Man, Stratos, and Hawke manage to steal the Egg of Avion from Baraka, a large dragon. The Carrock overpowers Baraka, and the heroes return the Egg to Avion, where Stratos is welcomed back as leader of the Bird People.

MORAL HE-MAN. "Today, Stratos of Avion learned the true value of forgiveness. When someone does something we don't like, it can be hard to forgive. It's at times like these that we must remember everyone deserves a second chance. We all make mistakes—and when we do, it's nice to have a friend who will understand and give us another chance. Right, my friend?" **ORKO.** "Right!" **HE-MAN.** "See you next time!"

REVIEW David Wise clearly has good intentions in this script, especially with Stratos. However, during the course of act 2, the episode seems to lose its way. The moment the characters enter the Demon Zone, the story goes from one that could achieve great character development to one of the most mundane action-adventure stories the series has ever seen. Skeletor's choice to place the Egg of Avion in the Demon Zone makes little sense and feels like a forced plot device. The Demon Zone itself is full of contradictions, especially with regard to Whiplash. At times this script feels as if it were originally two episodes haphazardly merged into one. 4/10

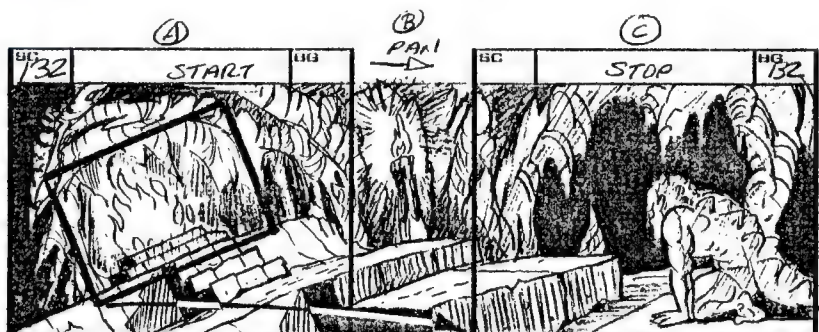
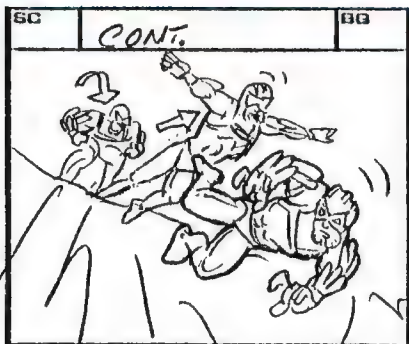
MEMORABLE QUOTES

"Very well. You can all fight Skeletor on your own!" *[Having heard the verdict of his fellow Bird People, Stratos is less than pleased]*

"The Egg of Avion is mine! Soon we'll all have wings!" *[Skeletor's plan seems a little odd]*

"I wonder why this place is called the Demon Zone? I haven't seen any demons! It's been nothing but smooth sailing so far..." *[He-Man muses aloud seconds before he and Stratos are attacked]*

"As a Bird Man I've got a thing about cages!" *[Stratos is chilled to the core upon seeing Whiplash's lair]*



INT. ALTAR CAVERN. CLOSE ON BURNING ALTAR. PAN (C) - (A) TO KNEELING WHIPLASH.

WHIPLASH
Kraal, King of Demons, why have you summoned me?

SAME/AS

The character model for the Carrock was originally used for the Mother Roe in "Valley of Power."

The animation of Whiplash turning and snapping his tail would later be used in "The Shadow of Skeletor."

Even though only his head is seen in the episode, the character model for Kraal was previously used for Daimar in "Daimar the Demon."



DELETED SCENES

Originally Man-At-Arms was prominent in the script. When the decision not to use him was made, all of his dialogue was given to Prince Adam, He-Man, or Orko.

In the script Stratos is hovering next to He-Man when he suddenly falls out of the air and realizes he is starting to lose the power of flight.



Although we finally see Orko without his hat (for one single frame), the animator plays it safe and makes the character resemble his action figure.

TRIVIA

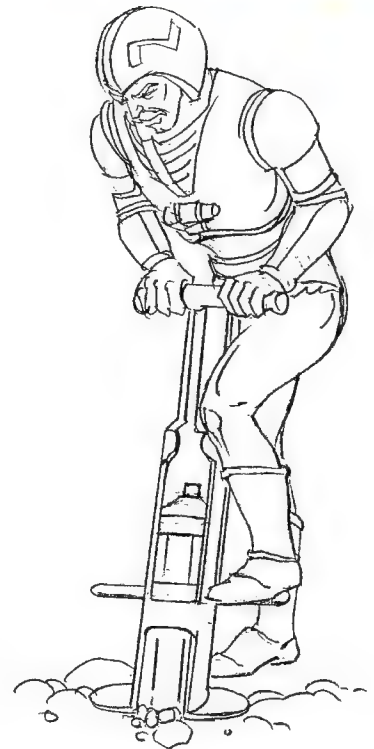
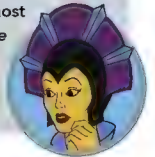
- In this episode we see that the ability to fly of Stratos and the Avionians is generated by the Egg of Avion.

- Even though he has already appeared in a few episodes, this episode presents Whiplash as if this is his debut. Whiplash suddenly resides in a place called the Demon Zone, where he takes orders from a demon called Kraal.

- When Orko is attempting to escape Whiplash's snake-like creature, he maneuvers along a tree branch and then falls off. During one of the frames where he falls off, we can see Orko without his hat. Unfortunately he is illustrated to look the same as his action figure.

- Vicky Jenson's last panel of this storyboard shows an illustration of Jenson herself falling off her chair, having completed her assignment.

- David Wise, the writer of this episode, went on to great success as the most prominent writer of the *Teenage Mutant Ninja Turtles* series.



DISAPPEARING DRAGONS

CAST Buzz-Off, Bylon, Cara, Cringer, Granamyr, He-Man, Kobra Khan, Mekaneck, Orko, Prince Adam, Sorceress, Verdor, Webstor, Zoar



MEMORABLE QUOTES

"All right, you overgrown teapot, let's finish this." [He-Man prepares to dismantle Bellatron]

"Once again you prove to me that you are the wisest of your kind." [Granamyr is continually impressed with He-Man]

"I will not let this place of cruelty stand untouched." [Granamyr takes a stand seconds before burning down the Darmi's arena]

SYNOPSIS At the Royal Palace, the Sorceress sends a telepathic message to Prince Adam, telling him that Granamyr wishes to see He-Man. Leaving Cringer behind, He-Man and Orko head for DarkSmoke, where Granamyr tells them that dragons have been disappearing from Dragon Mountain.

A short time later, Buzz-Off and Mekaneck discover Kobra Khan and Webstor preparing to fire a large ray device at a dragon. The villains manage to overpower the heroes, but when He-Man and Orko appear, they head for the device, which Kobra Khan reveals to be a Transporter Ray. Orko attempts to stop the villains with his magic, which activates the Transporter Ray, causing everyone but him to vanish. Appearing on the planet Mero, Kobra Khan and Webstor seek assistance from the Darmi. Back on Eternia, Orko tells Granamyr what has taken place.

Meanwhile, the heroes discover all the imprisoned dragons and are captured

themselves by three individuals calling themselves the Darmi. In their gallery the Darmi explain to the heroes how they intend to watch the dragons fight one another and place bets on the outcome. He-Man is outraged and cannot understand how the Darmi can be so cruel.

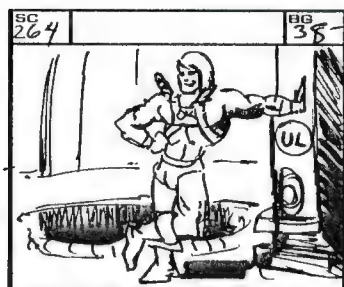
In exchange for the freedom of the dragons, the Darmi ask He-Man if he would be willing to fight their champion, Bellatron. He-Man accepts and soon finds himself in a battle with Bellatron, who is revealed to be a large robot gladiator. Just as Bellatron starts to gain the upper hand, Granamyr appears, alongside Orko, and aids He-Man in destroying the robot. He-Man stops Kobra Khan and Webstor as they attempt to flee, and the dragons, led by Granamyr, destroy the Darmi's arena.

He-Man persuades the Darmi to rebuild their world, and the heroes and the dragons return to Eternia.



MORAL HE-MAN. "In today's story we met some people who had a strange idea of fun. To amuse themselves, the Darmi wanted to make the dragons fight each other. Fortunately they didn't succeed. There are no dragons in your world, but there are animals. And hurting or teasing an animal is no way to have fun. Treat your animals with kindness. You'll find that that's a lot more fun for you and for the animal. Until later..."

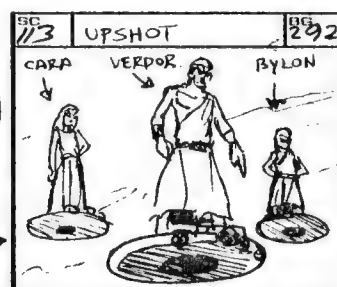
REVIEW This episode starts off with promise as we find ourselves once more in the home of Granamyr. Unfortunately, this is one of the few times during the course of the episode that we see Granamyr, which is a disappointment, given that the character can elevate the quality of a script. Kobra Khan and Webstor make very impressive villains in this script, and the aloof Darmi are written to perfection. It has to be said that even though Buzz-Off and Mekaneck's appearance in the episode is nearly pointless, the interaction between them is good enough to warrant an appearance. Ultimately this episode is above average with a plot that maintains its seriousness. 6/10



ON RELATED HE-MAN -



ALL LOOK UP & REACT!



VERDOR (pointing at He Man)
Games we understand you mean to stop.

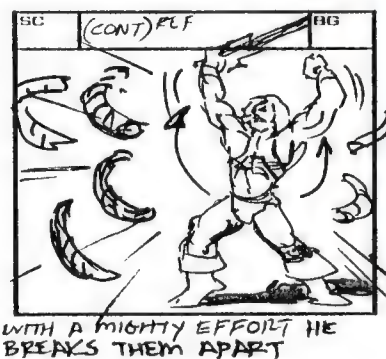
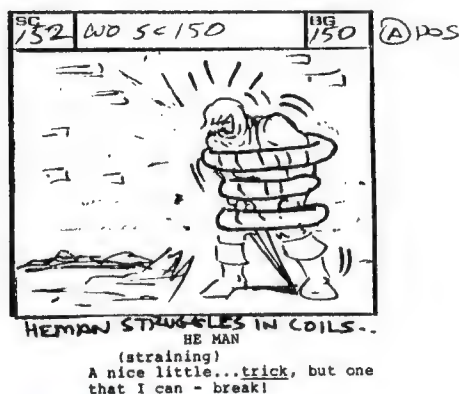
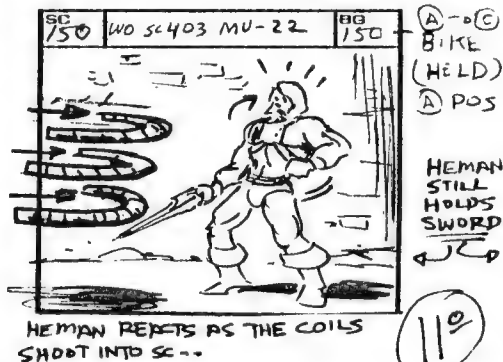
MU-19
(A) POS
DARMI FLOAT AND HOVER ON PLATFORMS

SAME/AS

The backgrounds for Dragon Valley were previously used for Dragonmount in "The Dragon Invasion."

The sky backgrounds used in this episode, along with some of the physical backgrounds on the planet Mero, are from "Quest for He-man."

The vehicle that Kobra Khan and Webster operate at the very end of the episode was used by Skeletor in "Teela's Trial."



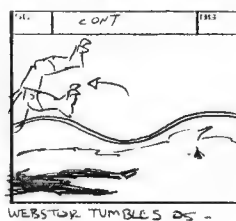
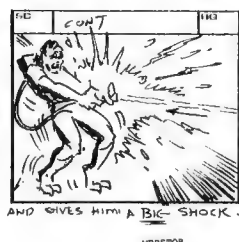
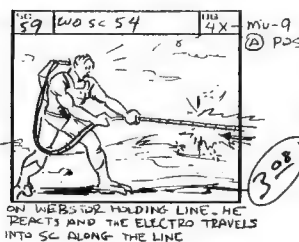
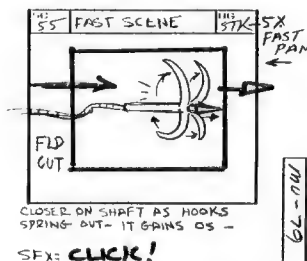
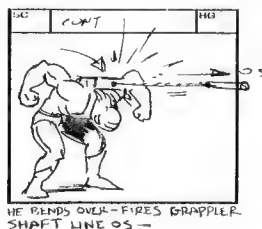
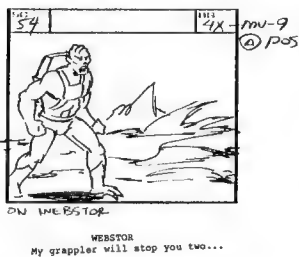
DELETED SCENES

In the script Orko calls Granamyr's lair goofy, at which point there is a loud roar and Orko zips out of the shot, with He-Man shaking his head.

In the script Webster uses his grapple and line to spin Buzz-Off around, throwing him into Mekanek.

Originally it was staged so that when Mekanek spins Kobra Khan around, only his head rotates, not his entire body.

In a removed scene, the heroes comment on the ruins they discover on Mero, with He-Man advising Buzz-Off and Mekanek to keep an eye out for "Skeletor's nasty friends."



TRIVIA

• This episode marks Larry DiTillio's third outing with his Darksnoke-based characters.

• In an incredibly detailed close-up of Granamyr we see that he has hairs on his chin.

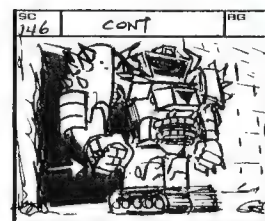
• At the beginning of the episode we see the Royal Palace with two guards outside. Upon careful inspection it becomes clear that the palace guards are actually designed to look like Zodac.

• This is the first time that Orko and Granamyr meet, though Granamyr does not enjoy Orko's company. However, when next they meet, in "Battle of the Dragons," Orko is the first being in a thousand years to make Granamyr laugh.

• This episode appears to be a showcase for the new characters of Mekanek and Kobra Khan, as Buzz-Off and Webster had already appeared in season 2. These pairings would work out well, and writers enjoyed the Kobra Khan and Webster dynamic; the pair even teamed up in the *She-Ra* episode "Battle For Bright Moon."

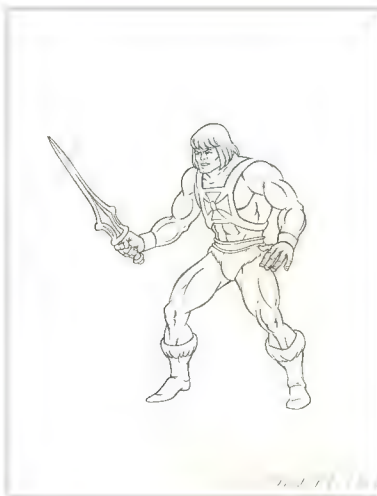
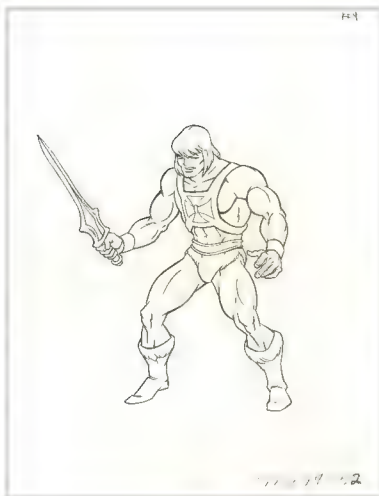
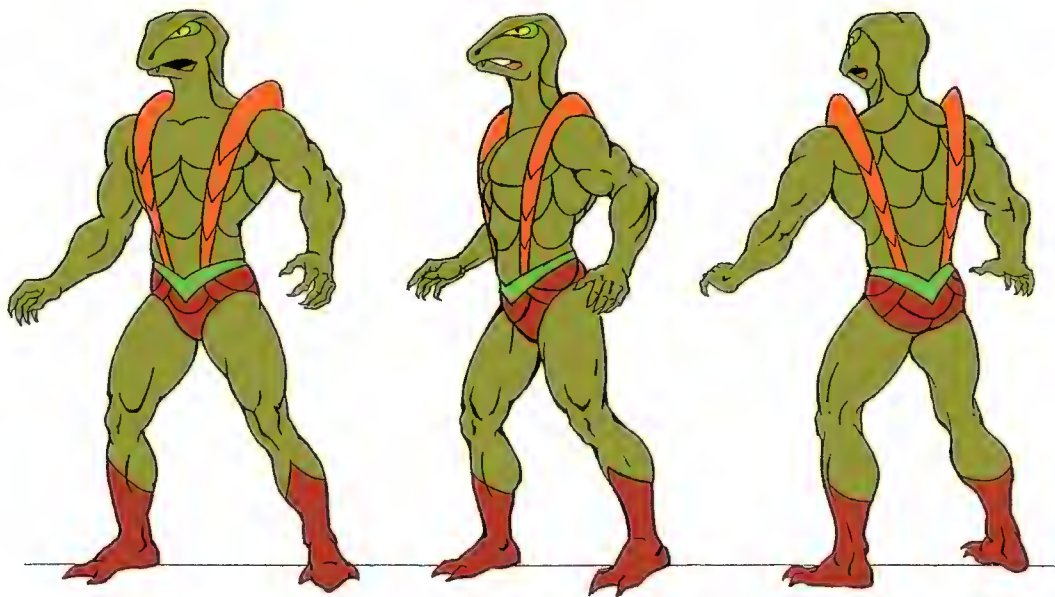
• Mekanek would not appear in the series for another thirty-seven episodes.

• Buzz-Off was designed by character artist Harry Sabin.



AND THE GIANT ROBOT BELLATRIX ROLLS INTO SC-STOPS.







He-Man is given a great deal of expressive animation during his battle with Bellatron.

THE SHADOW OF SKELETOR

CAST Beast Man, Cringer, Evil-Lyn, He-Man, King Barbo, King Randor, Man-At-Arms, Man-E-Faces, Mer-Man, Orko, Prince Adam, Professor Orion, Ram Man, Skeletor, Teela, Trap Jaw, Whiplash

SYNOPSIS On a theater stage Man-E-Faces and Teela rehearse some lines for a play. When Ram Man mistakes Man-E-Faces for a monster, the two part ways, not speaking.

High above the skies over Eternia, Beast Man, flying the Doom Buster, touches the controls, causing the ship to head downward. He-Man saves the ship from destruction and later, as Prince Adam, explores the ship with the Heroic Warriors. Beast Man appears, and Teela traps him in a force field just as Skeletor's voice comes through on a radio communication. Man-E-Faces is able to impersonate Beast Man's voice and converses with Skeletor, learning more about his latest scheme.

A short while later, aboard the Doom Buster, the heroes find themselves orbiting the Dark Moon. The view screen reveals that a large Photon Blaster Cannon on the Dark Moon is being trained on their ship. Prince Adam regretfully prepares to reveal his secret identity to everyone, but the cannon redirects itself. The heroes are shocked as

the Photon Blaster Cannon fires repeated shots near the Bright Moon colony.

Prince Adam, Man-At-Arms, Ram Man, and Teela take a small shuttle to the Bright Moon, with Man-E-Faces staying aboard the Doom Buster, now wearing a full Beast Man costume.

Professor Orion, of the Bright Moon, explains that the once-friendly people of the Dark Moon have turned against them. King Barbo, ruler of the Dark Moon, rejects peace, claiming they have a witness who has seen the Bright Moon weapons used against their moon.

Arriving on the Dark Moon in his Beast Man disguise, Man-E-Faces learns all about Skeletor's plan to cause war between the two moons; Evil-Lyn was the witness King Barbo spoke of. When Skeletor confronts Man-E-Faces with the real Beast Man, He-Man appears and puts an end to the villain's plan as Man-E-Faces makes up with Ram Man, and the leaders of the Bright Moon and the Dark Moon sign a treaty of peace.

MORAL MAN-E-FACES. "Today, you saw what happened when Ram Man and I got into an argument. It almost ruined our friendship." **RAM MAN.** "I'm sure happy we're pals again." **MAN-E-FACES.** "When people lose their temper, they often say things they later regret. So, if you get angry, be careful you don't say something you really don't mean. Something you'll be sorry about later." **RAM MAN.** "I'm glad we made up. Because now we're better friends than ever. Right, Man-E?" **MAN-E-FACES.** "Right, Rammy!"

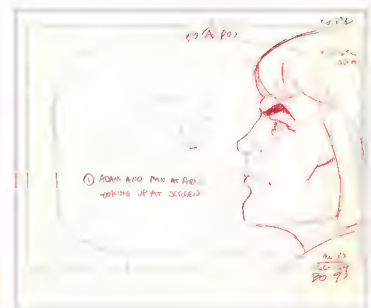
REVIEW With this script Rowby Goren crafts a fantastic story that draws its strength from Skeletor's desire for war. This is one of the brief times in the series that he truly is the evil Lord of Destruction. This episode has numerous stories which all complement one another—the fallout between Man-E-Faces and Ram Man, Skeletor's unique plan, Man-E-Faces' infiltration of the Evil Warriors, the Heroic Warriors' peace mission—all of which feature many memorable scenes that you find yourself thinking about long after the story has ended. The script sensibly chooses to focus on the events of the story rather than character development, resulting in one of the most exciting episodes of the series. **8/10**

MEMORABLE QUOTES

"I'll bust out of this joint one way or another!" [Beast Man announces his intentions]

"By the way, Teela, remind me to show you my great new jacket when we get back home." [Prince Adam's cover-up just about works]

"Take a bow, Man-E-Faces! Because your acting days are over!" [Skeletor discovers Man-E-Faces in his midst]



SAME/AS

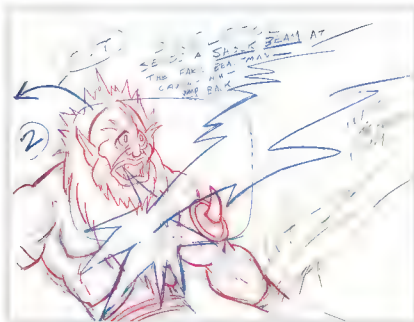
The animation on the appearance of Beast Man's pterodactyl was previously seen in "Like Father, Like Daughter" (albeit with a different color scheme).

Professor Orion's character design was previously used for Prime Minister Pangas in "Song of Celice."

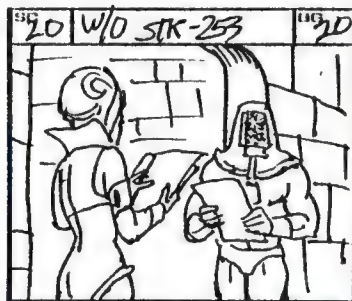


DELETED SCENES

He-Man originally transforms Cringer into Battle Cat when preparing to prevent Skeletor's Doom Buster from striking the Royal Palace.



In a removed piece of dialogue, Skeletor threatens to send Beast Man on a "loop de loop to another dimension."



CLOSER ON TEELA & M/F
HOLDING SCRIPTS
(MAN & FACES
(monster voice)
You...love me?



TEELA & M/F EMBRACE



TRIVIA

• For the first time in the series we discover that Eternia has two moons, even though it had been previously established that only one existed.

• In this episode, the villainous Doom Buster finally makes its debut. The ship was referred to in "Disappearing Act" and "Double Edged Sword" but never seen.

• After Prince Adam transforms into He-Man the first time, we see Orko applauding. Oddly, he is missing his ears.

• When the villains are recounting their acts of destruction, Trap Jaw's arms are swapped around.

• We hear a brief range of Linda Gary's voice talent when Evil-Lyn demonstrates how she transformed herself into a peasant girl.

• At the very end of the episode we see a cameo from King Randor as he oversees the peace treaty. Interestingly, King Randor is not present in the storyboard.

• At one point during the early stages of production, the Doom Buster that appears in this episode was called the Thruster Buster.

• When Ram Man and Man-E-Faces deliver the moral segment, they are located in the underwater cavern used in "Search for the VHO" and "City Beneath the Sea."

• The model sheet for Man-E-Faces does not show a face inside his headpiece; the area is left blank. Instead, the faces are on separate model sheets, independent from the character model.

• Originally this script featured one moon; Arthur Nadel came up with the idea for a second moon, and Rowby Goren developed the war between the two moons.



BONUS THE SAVAGE HENCHMAN: It is worth making note of Man-E-Faces' award-winning performance as Beast Man, ensuring the character's oafish demeanor is maintained.



THE ARENA

CAST General Tataran, He-Man, King Randor, Man-At-Arms, Om, Orko, Prince Adam, Queen Marlena, Ram Man, Skeletor, Stratos, Teela

SYNOPSIS Man-At-Arms makes contact with an alien being, Om, whom he introduces to King Randor and Prince Adam. Om, wishing to learn about their way of life, expresses his desire to visit Eternia. King Randor is more than happy to have the meeting take place and sets about preparing for Om's arrival.

Outside Snake Mountain, a large army of Goblin warriors have gathered. Inside, their leader, General Tataran, and Skeletor discuss their forthcoming joint attack on the Royal Palace.

Om appears to the gathered people of Eternia just as a village on the outskirts of the Royal Palace is alerted to the presence of the Goblin army. The villagers head to the palace for safety. They are ushered in, alerting the heroes to the forthcoming battle. For a moment there is a standoff, until General Tataran orders the attack, and war breaks out. The battle rages for a time with neither side gaining the upper hand.

Om cannot abide the senseless destruction and, deciding that too much life could be lost in the war, freezes everyone. Om selects a champion from each side to duel; He-Man and Skeletor are the chosen warriors.

As He-Man looks for a peaceful solution, Skeletor instigates the battle. The villain launches attack after attack on He-Man, but the most powerful man in the universe manages to overcome each trial. Skeletor uses his magic to transform a tiny insect into a monster, but his constant berating causes the creature to turn on him. He-Man picks up the monster and throws it on its back, saving Skeletor's life. Om returns the insect to its original size, and He-Man aids it to its feet as it innocently scurries away.

Om deems He-Man the winner and sends Skeletor and the Goblin warriors away while praising the Eternians for their compassion and capacity for love.

MORAL MAN-AT-ARMS. "Today we saw a terrible conflict between two opposing forces. And in the end, the battle was not won by some powerful weapon. It was won by a single act of compassion. Compassion means caring for others, wanting to help them. Fighting is often not the way to settle a problem. It may prove who is stronger, but it doesn't prove who is right. And remember, sometimes it takes more courage not to fight. See you soon."

REVIEW With its simple premise, this warfare-heavy episode could get boring very quickly. However, thanks to a wonderful script and fantastic direction throughout, this episode quickly ascends to greatness. The war between the Eternians and the Goblins is directed with such pacing that it is hard to believe we are watching an episode of *He-Man*. It is amazing to think that the entirety of the second act involves He-Man fighting Skeletor, and yet it proves to be one of the best confrontations of the series. With this story, Warren Greenwood writes one of the most action-heavy scripts, laces it with great character writing, and successfully produces one of the best episodes of the series. **9/10**

MEMORABLE QUOTES

"There are always great risks in the pursuit of knowledge. But they are risks that must be taken." [King Randor advises Man-At-Arms]

"This is not good. I cannot allow this to take place. It is wasteful. It is wrong. There will be too much needless suffering." [Om stops the battle between good and evil]

"So, He-Man. It's just you and me." [Skeletor prepares for his confrontation with He-Man]

"It's not too late to call this off, Skeletor." [He-Man, as always, looks for a peaceful solution]

"You haven't invented the trap yet that can hold me, Skeletor." [He-Man recalls previous battles]

"I've fought your snakes before, Skeletor!" [He-Man's line reveals the great history of their many past confrontations]

"You have something more powerful than mighty warriors or destructive weapons. You have compassion." [Om's speech to the Eternians is full of hope]

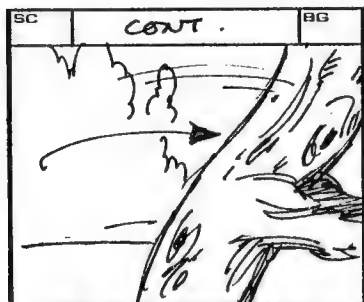


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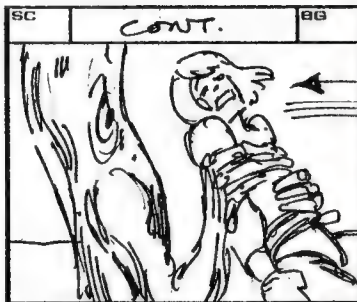
The animation of King Randor throwing the scepter and disarming the Goblin was previously used in "Prince Adam No More."

The animation of He-Man spinning the grappling iron is used as a basis for the shot of He-Man spinning the Sword of Power.

This was the first script of the series written by a storyboard artist. Robert Lamb and Bob Forward would shortly follow; all turned in memorable scripts.



LEANS FORWARD - REACHING FOR SOMETHING O.S.



PULLS BACK H-MAN -



H-MAN STRAINS TO BURST LOOSE -



H-MAN PINNED BY MASS -

DELETED SCENES

The lengthy action scene with the Goblin robot walkers was added to the script at a later stage.

In the original script, as He-Man battles the living tree, Skeletor fires power bolts at him.

A scene removed from their battle had Skeletor encase He-Man in a large block of ice, which he breaks free from almost immediately.

He-Man and Skeletor's battle was originally much shorter with quicker scenes. The Power Ball and blob monster sequences were added to improve the pacing of the fight.

TRIVIA

• Om is voiced by John Erwin, who gives the wise being a very similar voice to that of the Oracle from "Teela's Quest."

• When Warren Greenwood wrote the script, he named the character General Tataran after fellow storyboard artist Tom Tataranowicz.

• This episode features some of the longest fight sequences the series has ever seen.

• This episode marks the final appearance of Stratos.

• General Tataran was designed by character artists Gerald Forton and Lew Ott.

• Ernie Schmidt, the director of this episode, was also an animator throughout his time on the series.



BONUS THE POWER OF HE-MAN: He-Man's battle with Skeletor may not showcase his greatest feats, but it does show just how quickly he is able to adapt to all of Skeletor's attacks.



ATTACK FROM BELOW

CAST Agar, Battle Cat, Beast Man, Cringer, Garda, He-Man, Man-At-Arms, Orko, Prince Adam, Ram Man, Skeletor, Subternius, Teela, Trap Jaw

SYNOPSIS After a visit to Eternia's foremost farmer, Agar, and his son, Garda, Teela walks away and is suddenly swallowed up by a hole in the ground. The mysterious holes are swallowing up much of Eternia's crops. Underground, Teela discovers several humanoid creatures organizing the fallen crops. One of the workers spots Teela, and she is captured.

Back aboveground, the heroes prepare to assemble their forces in case the Belots should attack in an attempt to steal more crops. Teela fails to convince Subternius that they would be more than willing to help the Belots, and the attack begins. He-Man, Ram Man, and Man-At-Arms with the Dragon Walker battle the endless horde of Belot machines. He-Man discovers that the only way to stop the army of machines is to terminate their power source, which is housed underground.

An anxious Garda follows He-Man and Battle Cat into the underground tunnels, but Subternius takes Garda captive and orders the flooding of Eternia's crops. Realizing his own unforgivable actions, Subternius urges He-Man to stop the flooding. He-Man creates a huge rockfall that redirects the water into the sea, saving Eternia's crops. The Belots agree to aid the Eternians with their harvesting of crops.

Aboveground, Orko alerts Prince Adam, Cringer, and Man-At-Arms, who are fishing, to the situation. The Heroic Warriors survey the now-empty fields with concern. He-Man and Battle Cat enter the tunnel that Teela fell into, and soon they encounter the humanoid creatures, who are less than welcoming.

Meanwhile, Teela finds herself the prisoner of Subternius, leader of the Belots. When He-Man appears to save her, Teela believes that Subternius can be swayed by reason and decides to stay behind. Teela learns that years ago the Belots were betrayed by abovegrounders, forcing them to retreat underground.

MORAL **TEELA.** "In our story today we can all learn a valuable lesson. Subternius and his underground people hated all those who lived aboveground because of the actions of a few." **ORKO.** "Well, that's like throwing away a barrel of good apples just because one happens to be bad." **TEELA.** "Right! Every day we meet all kinds of people..." **ORKO.** "Most will be nice... Some may be bad." **TEELA.** "But it's unfair to judge an entire group by the actions of just a few..." **ORKO.** "Right! Until later... so long..."

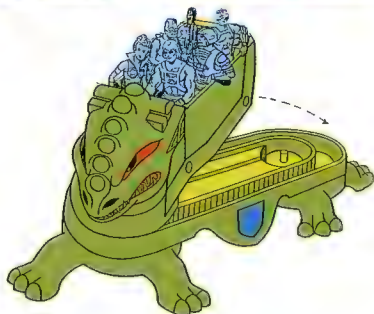
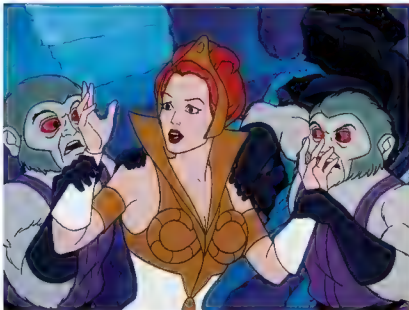
REVIEW Aside from the slow pacing, this episode is weak in places. A majority of the problem lies in its utterly predictable sequence of events. Garda's subplot is barely touched upon throughout the story, and his inclusion toward the end of the episode feels pointless. The only surprising moment is when Teela decides to stay behind, but even then we know that Subternius will eventually turn good; his character is simply transparent. That said, this episode's aboveground setting does feel unique; the farmers' fields and the vast landscape enable us to feel that we are in another part of Eternia. While this episode is not bad, it is simply not very good either. 4/10

MEMORABLE QUOTES

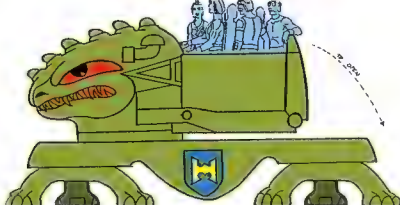
"This He-Man is quite a fellow."

[Subternius is impressed by He-Man's abilities]

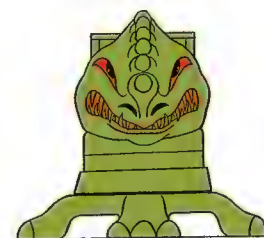
"My daughter is both brave and smart. I'm sure she knows what she's doing." [Man-At-Arms has faith in Teela]



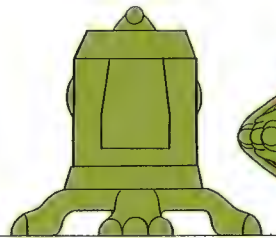
DOWN SHOT



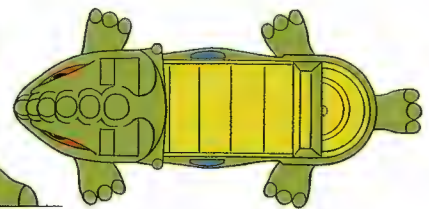
SIDE VIEW



FRONT VIEW



BACK VIEW



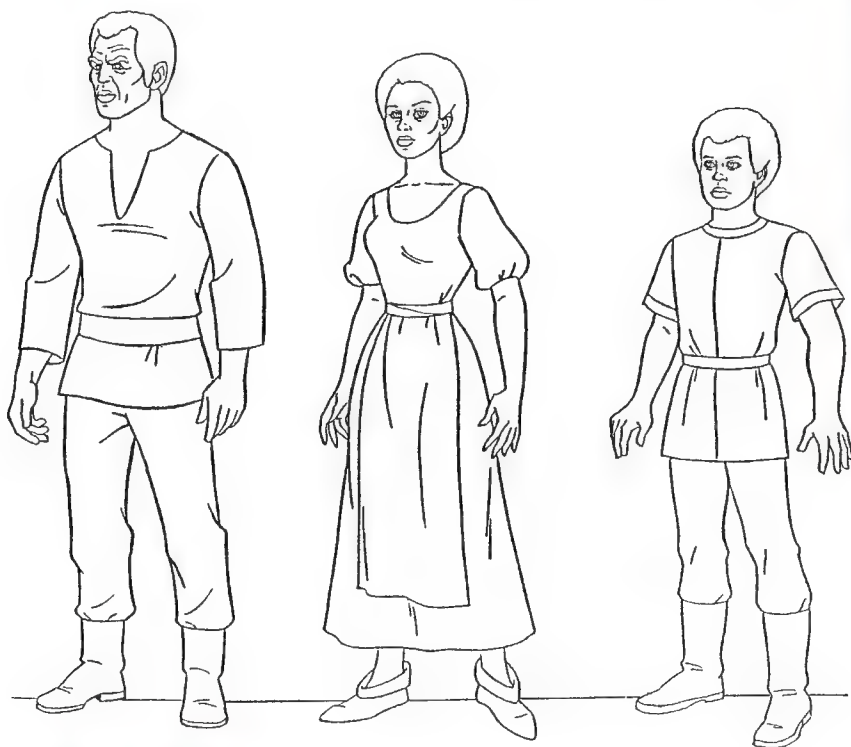
TOP VIEW

DRAGON WALKER

SAME/AS

Teela's scream as she falls would be used once more in the very next episode, "Into the Abyss."

He-Man performs a spinning crescent kick to break through the avalanche. This animation was part of a fight sequence used in "Quest for He-man."



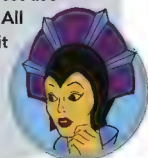
TRIVIA

• The writer of this episode, Michael Kirschenbaum, was a prominent writer on the *Masters of the Universe* books published by Golden Books.

• The character of Subternius is voiced by John Erwin.

• During the flashback sequence, the audience is shown that Subternius is referring to Skeletor and his Evil Warriors; however, Teela is unaware of this, as he never mentions them by name.

• This is the first and probably best use of the Dragon Walker vehicle. All other appearances would make it seem to be the slowest land vehicle on Eternia.

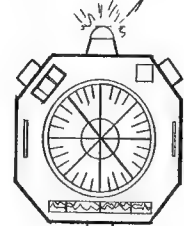
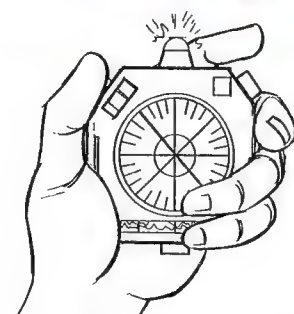


DELETED SCENES

In the script, it was not Skeletor to whom the Belots went for help in the flashback, but an unnamed king and queen.

Agar's wife was designed by Alice Hamm but never used in the episode.

In the script Man-At-Arms examines one of the Belot machines for weaknesses as Ram Man looks on.



FRONT VIEW

SIDE VIEW



Left: The Belots and their leader Subternius were specifically designed to have large eyes which enabled them to see in their dark caverns.



INTO THE ABYSS

CAST Beast Man, Cringer, He-Man, Man-At-Arms, Orko, Prince Adam, Sorceress, Squinch, Teela



MEMORABLE QUOTES

"That's what I mean. Work, work, work! It's all you ever think about!"

[Prince Adam loses his cool with Teela]

"That will be all, Captain!" *[Prince Adam curtly dismisses Teela]*

"Well, I'm tired of being Battle Cat, but as much as I hate to say this, I'm sure glad he's around when we need him." *[Cringer is surprisingly honest during his conversation with Prince Adam]*

"Look, Teela, I'm very proud of you and the way you handle your responsibilities. But you've got to loosen up occasionally." *[Man-At-Arms gives his daughter some good advice]*

"What's the matter, Adam? Can't you keep up with a girl?" *[Teela's teasing of Prince Adam does the trick]*

"Mother? I feel my mother!" *[Teela feels the loving presence of the Sorceress]*

"We must climb down. And I know someone better suited for the task." *[Prince Adam prepares to call upon the power within the abyss]*

"But in the middle of everything I had this overwhelming feeling that my mother was protecting me. I felt that she loves me and wants me in her arms." *[Teela's words warm the Sorceress's heart]*

SYNOPSIS He-Man, Teela, and Orko tell the Sorceress of their victory after saving the Widgets from Beast Man. Upon leaving Castle Grayskull, Orko inquires about the abyss. He-Man explains that it is the source of Castle Grayskull's power.

Back at the Royal Palace, Teela discovers Prince Adam sleeping under a tree and asks why he failed to meet her for training. Prince Adam says that he would rather have some fun, accuses Teela of being obsessed with work, and then dismisses her. As Teela leaves, Cringer confronts Prince Adam over his treatment of her. Prince Adam explains that he is tired and, feeling burdened by all of his responsibilities, would just like to relax.

Meanwhile, Man-At-Arms suggests Teela combine work with fun, and soon, Teela takes Prince Adam and Cringer out for a picnic in the Evergreen Forest, where they play hide-and-seek. Teela gives Prince Adam a Homing Device, so that if he gets lost, she can track him.

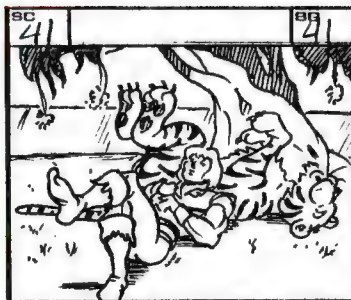
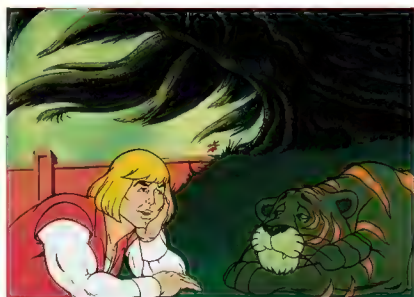
During the game, Teela finds a creature she names Pooki that follows her to Castle Grayskull. Pooki wanders close to the edge of the abyss, and when Teela picks him up, the ground crumbles and she falls into the abyss, knocking herself unconscious during the fall.

Prince Adam, unable to locate Teela, returns to the Royal Palace. Teela awakens to find that she has landed on a ledge deep within the abyss. The heroes manage to locate Teela thanks to the Homing Device, and when they realize she has fallen into the abyss, the Sorceress appears and calls out to her daughter.

Prince Adam transforms into He-Man, and Teela witnesses the power of Castle Grayskull from inside the abyss. The heroes manage to save Teela, and she comments that she felt the presence of her mother.

MORAL MAN-AT-ARMS. "Teela learned two extremely important lessons today." **HE-MAN.** "She learned it's just as important to play as it is to study and work." **MAN-AT-ARMS.** "But it's also important to take the time to learn the rules for playing safely!" **HE-MAN.** "Right, Duncan. Teela wandered too far away. And when she ran into trouble, there was no one around to help her or to go for help. So when you play away from family or friends, make sure someone knows where you are at all times."

REVIEW When Robert Lamb writes his first script, he decides not to focus on He-Man and succeeds in writing one of the best episodes of the series. What this script does better than any other episode is to focus solely on the characters. In truth, what makes this story work so well is that it relies on the depth and complexity of its characters while exploring the relationships and stories established in earlier episodes. When we finally do get an action scene, it is not only one of the greatest, but it also reveals the source of Castle Grayskull's power. Robert Lamb crafts a script that shows its characters as three-dimensional people that argue, laugh, cry, and most importantly, love. **10/10**



EXT-COURTYARD. ADAM SNOOZES ON CRINGER'S BELLY.



TEELA IS FISSED, Right! So why didn't you meet me two hours ago?

SAME/AS

During her race through the woods, we see Teela perform a gymnastic spin around a branch; this was previously used in "Trouble in Arcadia."

Pooki's character model was previously used for the creature that chases the Gronk in "Orko's Missing Magic."

The memorable sequence in which Prince Adam dramatically unsheathes the Sword of Power in front of Eternia's moons was reanimated for the "I Have The Power" music video.



DELETED SCENES

A comical scene removed from one of the earliest drafts had Man-E-Faces rehearsing his lines for a play, with Ram Man standing in for a female, as Teela searches the Royal Palace for Prince Adam.

Also in the early draft, when Teela finds Prince Adam in the courtyard, he is flirting with two ladies.

Originally, during the scene where Prince Adam chases Teela through the forest, they are swinging, Tarzan-like, on vines, until Adam crashes into a tree.

In the script, the Sorceress leaves Castle Grayskull to attend the Widget celebrations, explaining her absence when Teela falls into the abyss. Teela sees Zoar leave Castle Grayskull and wonders where the falcon is going.

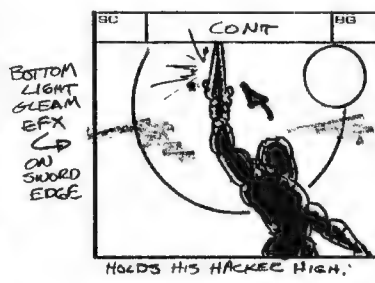
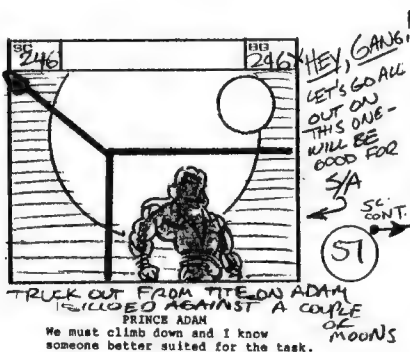
Originally act 1 ended with Teela hanging onto the side of the chasm—a literal cliffhanger.

After falling into the abyss, Teela was scripted to gymnastically land on the ledge, breaking her arm in the process and subsequently passing out.

Prince Adam appears to be very calm when he refers to the "break being fresh" after realizing that Teela has fallen over the edge. This is because that particular line of dialogue originally came from an earlier scene (later removed) during their chase through the forest.

As Prince Adam, Man-At-Arms, and Orko stare into the abyss, Zoar originally flew back into the castle, only to reappear as the Sorceress and inquire about their sadness.

Below: Prince Adam unsheathes the Sword of Power in front of the Eternian moons in a sequence conceived by storyboard artist Bob Forward.



TRIVIA

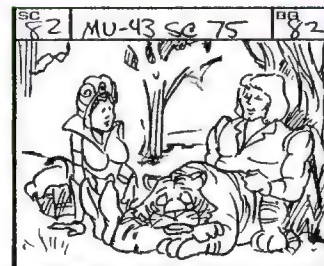
- Robert Lamb originally wrote the outline to this script believing that Larry DiTillio would take over. Due to Larry's workload, Robert was given the opportunity to write the script himself.

- Originally Lamb had implied in his storyboards for "The Cosmic Comet" that mud surrounded the base of Castle Grayskull. Fortunately the shot that established this was removed, allowing him to write this script without fear of contradicting his previous storyboard work.

- In this episode we learn that the source of Castle Grayskull's power resides in the abyss.

- When storyboarding the scene in which Prince Adam unsheathes the Sword of Power in front of the Eternian moons, Bob Forward wrote next to the panels that everyone involved should "go all out on this one," implying that, if done right, this could be a very special scene indeed.

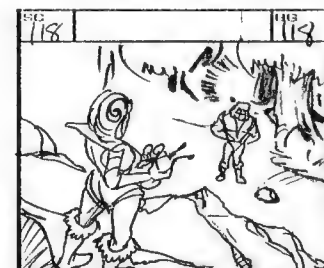
- Steve Clark, the director of this episode, was also an animator throughout his time on the series.



ON OUR CREW, SNOOZING AT A PICNIC.

PRINCE ADAM (half asleep) Isn't that right, Cringer?

CRINGER Yawn. You said



TEELA LOOKS DOWN ON ADAM, ON THE GROUND BELOW.





TEELA
This will help me find you in case
you get hopelessly lost.

TEELA
TEASES
ADAM
FOOTS
CO



PRINCE ADAM
Don't worry about me.



MAN AT ARMS
Hmmm...You know, it's not like Teela
to go off by herself unprepared.



ADAM REAX

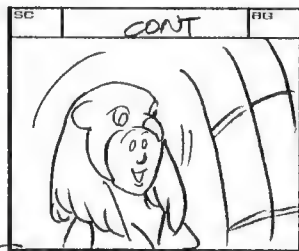
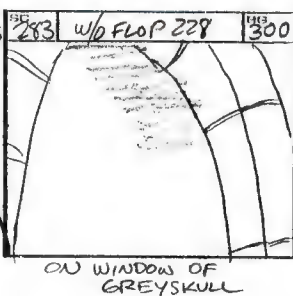
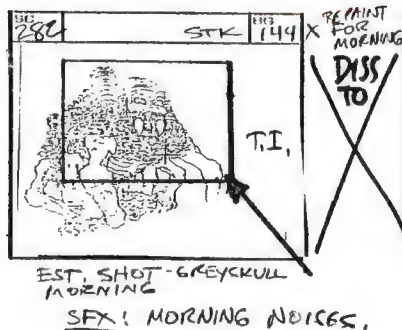
PRINCE ADAM
Duncan! She was prepared! She gave
me this homing device.





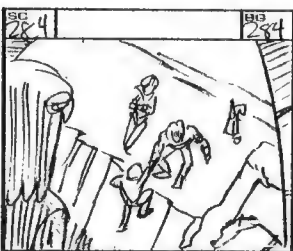
The layout artwork shows Prince Adam holding the Sword of Power aloft and suggests where the shadows should appear.

SC-246
BGM-246V
MJ-93



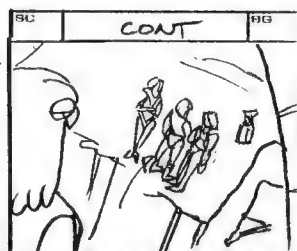
TAKES DELIGHTEDLY
HE MAN (VO)
Just a little more.

TEELA
HODOS
POOKIE
LD
H/M
HELPS
M/A
OUT
LD



DOWNSHOT, OUR
INTREPID BAND
EMERGES FROM THE
ABYSS...

MAN AT ARMS (VO)
(grunts of exertion)
At last! Whew! What a climb!



HE-MAN PULLS M/A UP

ORKO (VO)
I don't know about you, but --



ORKO
(yawn)
-- I could sleep for a week!



HE MAN
We'll have you home in no time.



TEELA
You know, the strangest thing
about this whole experience is my
mother.

FILMATION
3

REVISED
DATE 6-5-84

62

FRAIDY CAT

CAST Clawful, Cringer, He-Man, King Randor, Kobra Khan, Man-At-Arms, Mer-Man, Orko, Prince Adam, Queen Marlena, Screeech, Skeletor, Teela, Whiplash

SYNOPSIS At Snake Mountain Skeletor lays out a secret map of the Royal Palace and announces his latest scheme. He declares that Kobra Khan will kidnap Queen Marlena while Mer-Man guards her, after which Whiplash and Clawful will lead He-Man to Skeletor's robot bird, Screeech.

At the Royal Palace, Kobra Khan sneaks in and, using his sleep venom, puts everyone to sleep, allowing him to kidnap Queen Marlena. Orko wakes up Prince Adam and upon discovering the disappearance of his mother, he transforms. He-Man, Man-At-Arms, and Teela follow the false trail in the Dragon Walker. In Queen Marlena's bedroom, Cringer, who hid under the bed when he heard Kobra Khan's footsteps, finally wakes up and goes outside, only to meet a worried King Randor and Orko.

Learning that Queen Marlena was kidnapped, Cringer blames himself, but with his keen sense of smell, he realizes that the heroes are following the wrong trail.

Cringer and Orko begin to follow the scent, but Mer-Man attempts to slow them

down by destroying the footbridge they are on and unleashing his Attack Fish on them. The pair manage to escape Mer-Man's clutches as Kobra Khan presents Queen Marlena to Skeletor.

Orko and Cringer reach Snake Mountain and manage to free Queen Marlena, who tells them of Skeletor's plan to trap He-Man. Cringer volunteers to stay in Skeletor's domain in an attempt to get word out to He-Man. Orko gives Cringer a charm of bravery to help him and then takes Queen Marlena back to the palace. Clawful and Whiplash lead He-Man to Snake Mountain, where Skeletor unleashes Screeech. Cringer jumps on Screeech and covers the bionic bird's eyes, saving He-Man.

When he returns to the palace, Cringer's bravery is honored. He apologizes to Orko for losing the charm, but Orko reveals the charm had no magic at all and the bravery was his own.

MEMORABLE QUOTES

"Why am I afraid all the time? What's wrong with me?" [Cringer questions his temperament]

"Welcome to my humble home, Queen Marlena." [Skeletor shows good manners to his prisoner]

"You can't do anything to me! I have my charm of bravery and courage! Growl!" [Cringer finds bravery within Snake Mountain]



MORAL **HE-MAN.** "Courage and fear are two important instincts." **ORKO.** "And we should pay attention to both . . ." **HE-MAN.** "Sometimes being afraid is just as important as being brave." **CRINGER.** "I guess I was a double fraidy cat." **HE-MAN.** "How's that, Cringer?" **CRINGER.** "Because I was afraid of being afraid!" **ORKO.** "I see . . . Well, how do you feel now?" **CRINGER.** "Oh, much better. Now I'm just afraid of being brave . . ." **HE-MAN.** "Sometimes you just can't win! See you all next time."

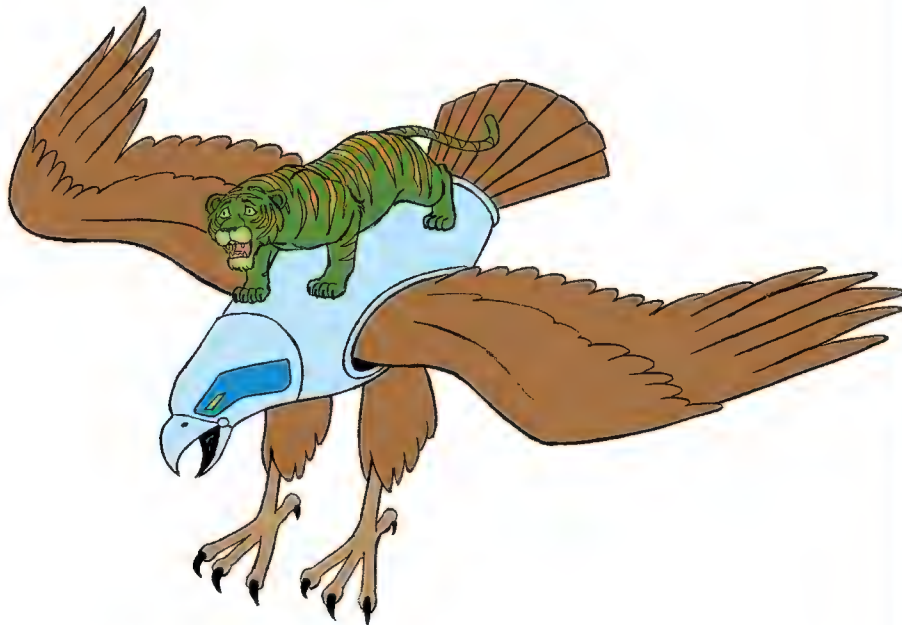
REVIEW Having established at the beginning of this episode that Cringer is somewhat ashamed of his cowardice, it is a huge disappointment when the script does not explore this more. Instead this episode prefers action scenes over character development. This would not be so bad if the action scenes were any good, but sadly they are not. By far the worst decision the script makes is to have the heroes traverse Eternia in the Dragon Walker, quite possibly the slowest vehicle of all time. Character development on the part of Cringer is what this episode is crying out for, and while we get a small amount, it is nowhere near enough. 4/10



SAME/AS

The animation of Cringer with his fur standing on end when he is scared by the butterfly was previously used in "The Curse of the Spellstone."

The animation of Whiplash striking out at He-Man was previously used in "Trouble in Trolla."



DELETED SCENES

In a removed scene, Cringer and Orko journey through a haunted forest, only to be confronted by a werebear. Orko manages to trick the creature into falling off a cliff and into a river below.

In the script Kobra Khan asks Skeletor for his reward upon bringing him Queen Marlena. When Skeletor refuses, Kobra Khan starts toward him, only to be frozen by his Havoc Staff and imprisoned in the dungeons.

Another removed scene has Queen Marlena waking up and realizing that she is in Skeletor's dungeons.

Yet another removed scene has Queen Marlena and Orko trying to figure out how to escape Snake Mountain. Kobra Khan tells them he will help them escape if they release him, enabling him to flee Skeletor's wrath.

In the script Skeletor hears a knock at the door and quips, "Smells like rotten fish! Is that you, Mer-Man?" Mer-Man enters and tells his master that he has prepared Screech.

Another removed scene had Kobra Khan leading Queen Marlena and Orko to safety. When Kobra Khan leaves, Orko is in shock, in response to which Queen Marlena states, "You must look for the good in people." The two discuss Cringer's bravery and then leave with the knowledge that Skeletor will soon discover their departure.



TRIVIA

- It is unknown if it was intentional or not, but on this occasion Skeletor's four Evil Warriors (Clawful, Kobra Khan, Mer-Man, and Whiplash) are all reptilian in appearance.

- In this episode the bedroom of King Randor and Queen Marlena looks different than it did in "Eternal Darkness."

- Once again, like in "Double Edged Sword," if a script requires it, Mer-Man leaves seaweed behind when walking.

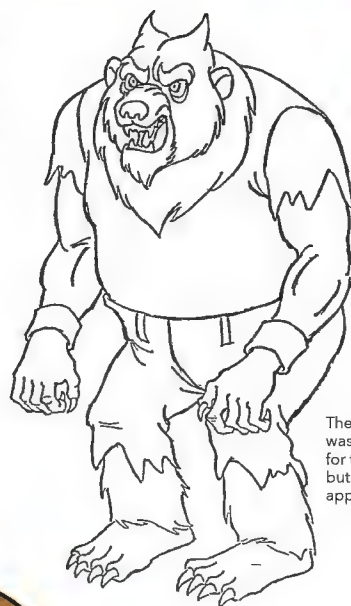
- There are some very interesting new back-grounds of the Royal Palace grounds when the heroes are trying to figure out which way Queen Marlena was taken.

- Although unnamed in the episode, Mer-Man's little allies that bear a strong resemblance to him are called Attack Fish.

- Screech's size in this episode is vastly different from the bionic bird's later appearances in "Visitors From Earth" and "The Toy Maker."

- This episode was storyboarded by Tom Tataranowicz, who would go on to direct episodes of *She-Ra*.

- In the series bible it is stated that Cringer is black with yellow stripes.



The Werebear was designed for the episode but never appeared.



THE RAINBOW WARRIOR

CAST Beast Man, He-Man, King Randor, Man-At-Arms, Orko, Prince Adam, Queen Marlena, Skeletor, Teela, Trap Jaw



MEMORABLE QUOTES

"The first one didn't count. It was practice." [Skeletor corrects Beast Man's number of attempted conquests of Castle Grayskull]

"It's a pity these chains prevent me from getting my hands on you, you hooded hoodlum!" [Teela's patience with Skeletor runs out]

"Normally I don't approve of Skeletor's methods. But I have to admit they work!" [He-Man, at the controls of the Basher, makes a bold statement]

"My friends—it gives me great pleasure to introduce you to the best pilot that a planet called Earth ever produced—Marlena—my queen!" [King Randor presents Queen Marlena to the stunned heroes]

"Adam—a mother always knows her own son . . . and what he is capable of doing. I've always been very proud of you, Adam." [Queen Marlena once more hints that she knows Prince Adam's secret]

SYNOPSIS Skeletor decides that he needs an army to conquer Eternia, and with the somewhat-indirect help of Beast Man and Trap Jaw, he concludes that taking control of the Royal Guard is the way to do it.

At the Royal Joust, Teela suffers a disappointing loss and shows herself to be a bad loser. When Queen Marlena, a skilled pilot on Earth, attempts to give her advice, Teela brushes off her offer of help.

Later, King Randor and Queen Marlena reminisce in the museum that holds the *Rainbow Explorer*—the ship, now fixed by Man-At-Arms, that brought her to Eternia. Queen Marlena remembers her engines failing and her subsequent crash landing on Eternia, where a young King Randor rescued her from the wreckage. She fell in love with King Randor and decided to stay.

A short while later, King Randor, Prince Adam, Man-At-Arms, Orko, and Teela fly out to the beach for a picnic, but Skeletor captures them all. The lieutenant of the Royal Guard reports to Marlena that Skeletor has sent a communication demanding the

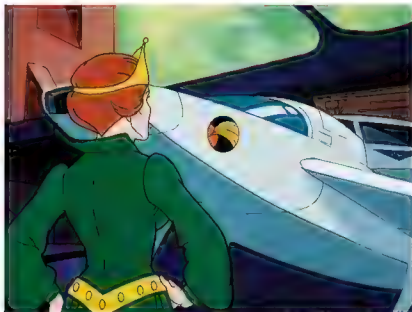
surrender of the palace under the threat of a full attack. Marlena decides to go on the offensive and tells the lieutenant to assemble the men and wait until the lead ship appears to lead the entire Royal Guard into battle. The *Rainbow Explorer* appears over the Royal Palace, and the Royal Guard follow the ship.

Meanwhile, Skeletor taunts his captives outside of Snake Mountain. The villain is shocked when the Royal Guard attacks, and he orders his Hover Robots to fight back. The *Rainbow Explorer* blasts Prince Adam free, and he rushes off to transform into He-Man to aid them in battle. As the Royal Guard battle Skeletor's Hover Robots, King Randor appears to know the pilot. Skeletor's army is soon overpowered, and King Randor reveals that the talented pilot is, to everyone's surprise, Queen Marlena.

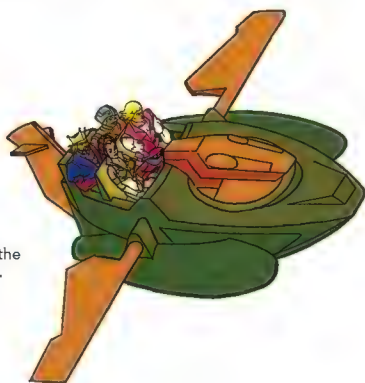
Later, Prince Adam asks why his mother freed him before any of the others. Queen Marlena responds that she had a feeling he would know what to do.

MORAL **TEELA.** "Your Majesty, I want to thank you for coming to our rescue, and for teaching me more about flying." **QUEEN MARLENA.** "You're most welcome, Teela. You'd be surprised at what we old-timers know. And we still remember what it's like to be young and think you've learned everything." **TEELA.** "Well, not everything! And speaking of learning, I was wondering if you would teach me to fly the *Rainbow*." **QUEEN MARLENA.** "I'd be glad to, but only if you teach me to fly the Sky Sled." **TEELA.** "You've got a deal!"

REVIEW Bob Forward takes one of the most underused characters and writes one of the greatest episodes of the series around her. The character writing throughout is breathtaking, with both King Randor and Prince Adam receiving beautifully written scenes with Queen Marlena. With this script we finally see the Queen Marlena we have been crying out for, and Linda Gary voices the character with a great deal of warmth and care. This script also succeeds in playing the villains comically while keeping them a threat. The plot itself is simply fantastic, with each and every scene directed to perfection. Bob Forward makes his script-writing debut and succeeds in writing one of the best. 9/10



A highly detailed animation cel shows a vast cast within the confines of the Wind Raider.



SAME/AS

In the flashback sequence, we see scenes from the flashback shown in "Teela's Quest."

The black lieutenant that appears in this episode also makes a brief appearance in "Mistaken Identity."



Trap Jaw attacks He-Man in an animation cel with motion lines carefully painted upon it.

DELETED SCENES

In the original script Queen Marlena opens the display case that holds her spacesuit; the camera then slowly tracks in toward the insignia of the *Rainbow Explorer*.

In a piece of removed dialogue, as Teela worries that the *Rainbow Explorer* is going to be shot down in the same way she lost the joust, King Randor confidently tells her, "Just watch and see."



Above: Prince Adam unsheathes the Sword of Power in a departure from the regularly used stock animation sequence.



TRIVIA

- Bob Forward wanted to write this episode, as he felt that Queen Marlena was the most underused character in the series.

- The move that Queen Marlena speaks of is the "Immelmann turn," an attack maneuver used by pilots in World War I and originated by German flying ace Max Immelmann.

- In this episode Queen Marlena's ship is called the *Rainbow Explorer*, whereas in "Teela's Quest" it was called the *Valiant*.

- When the heroes are being frozen on the beach you can see Prince Adam reach for the Sword of Power; it actually appears for a frame or two.

- During the scene in which Skeletor taunts his prisoners, we see, for the first and only time in the series, the other side of Snake Mountain.

- This episode marks the last appearance of Skeletor's Hover Robots.

- The animation sequence of Prince Adam raising the Sword of Power from a new angle was originally supposed to appear in "Evil-Lyn's Plot," but it was never used.

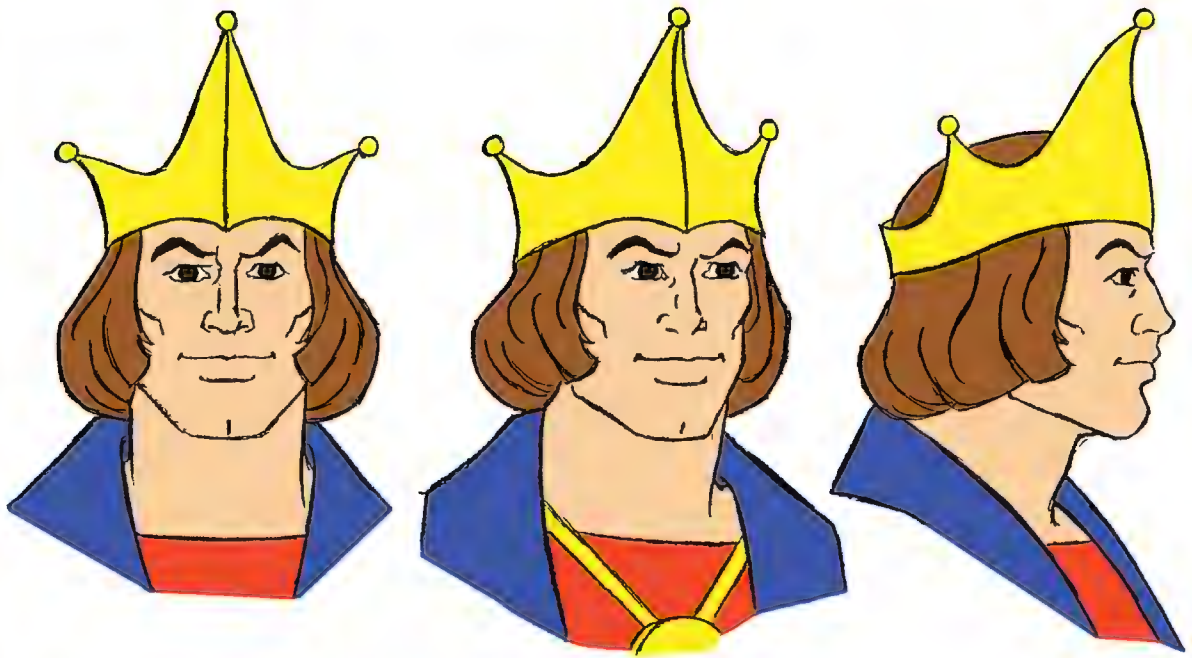
- This episode is one of two that imply that Queen Marlena knows of Prince Adam's secret identity (the other episode is "The Energy Beast").



BONUS THE SAVAGE HENCHMAN:

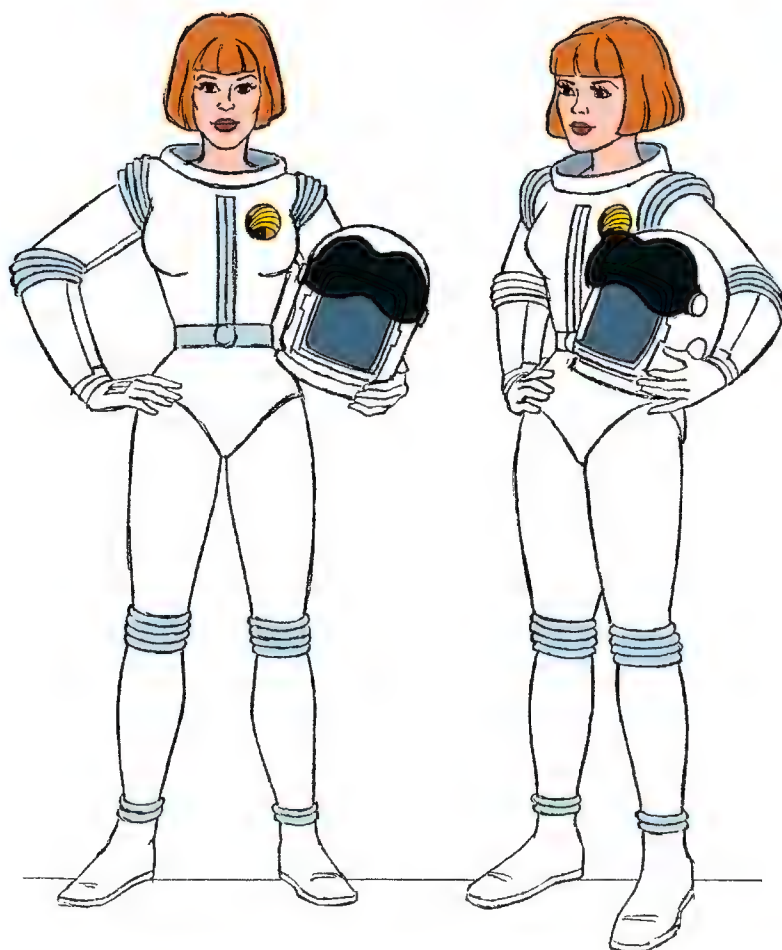
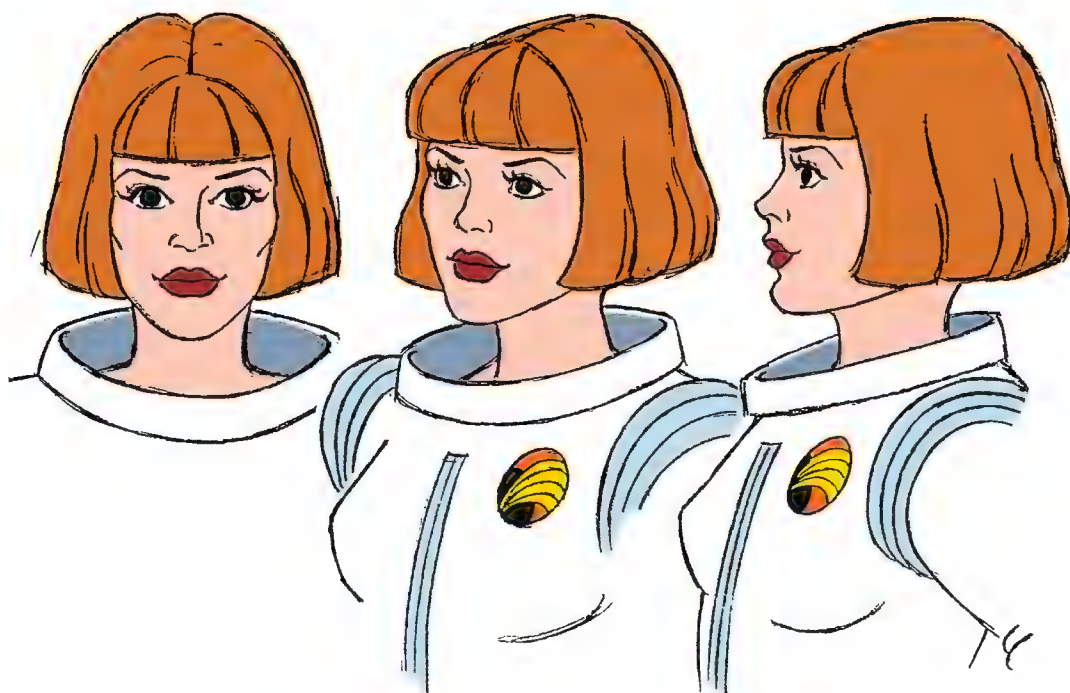
Interestingly, Bob Forward, one of the series' strongest writers, decides to write Beast Man as an oaf, teaming him with the equally bumbling Trap Jaw. It should be noted that at this point in the series Beast Man was being taken less and less seriously. Fortunately the character writing and comedy of this episode are so strong that we can forgive the writer.





Here, the younger versions of both King Randor and Queen Marlena were designed for the first time in the series.





A TRIP TO MORAINIA

CAST Battle Cat, Beast Man, Clawful, Cringer, He-Man, King Boreas, King Randor, Man-At-Arms, Orko, Prince Adam, Prince Esker, Princess Janice, Queen Marlena, Skeletor, Teela, Trap Jaw

SYNOPSIS At the Royal Palace, King Boreas, ruler of the ice kingdom of Morainia, informs King Randor that his people have developed Energy Crystals ten times more powerful than any other crystals on Eternia. As King Boreas would like King Randor's kingdom to be the first to use them, Prince Adam, Cringer, and Orko make the journey to retrieve the crystals.

The weather conditions make the journey through the snow difficult for the heroes, and soon the Attak Trak they are piloting falls into a large, icy gorge. They emerge unhurt, but within moments they encounter Gorgonzolla, a large spider-like creature. He-Man and Battle Cat manage to trick the creature and proceed to Morainia. King Boreas introduces Prince Adam to his son Prince Esker and his daughter Princess Janice.

Meanwhile, Skeletor, Beast Man, Clawful, and Trap Jaw make their way to Morainia, intent on taking the Energy Crystals. Skeletor challenges King Boreas and overpowers

him, placing the ruler in a suspended glass cage in the Cave of Mirrors. Skeletor demands that the council members give him the Energy Crystals in return for their king. Princess Janice tries to help Prince Esker, but he sternly declines her advice.

He-Man, Battle Cat, and Orko save Princess Janice from Clawful and then listen as she explains her strategy for rescuing her father. She reveals that the abandoned mine where he is being held has three entrances, deducing that her father is near the Cave of Mirrors. He-Man, Battle Cat, and Orko follow Janice's plan and are able to save King Boreas.

The Evil Warriors confront Prince Esker and his council members, who have still not decided what course of action to take. As Skeletor nears the Energy Crystals, He-Man appears, and the villains flee. King Boreas and Prince Esker realize that Princess Janice's opinions are just as important as theirs.

MORAL **TEELA.** "In today's adventure story, Prince Esker made an important discovery! He found out that a good idea could come from many places. Even from his sister! Know something? When you don't listen you just might be cheating yourself out of a good idea! Besides, where does it say that big ideas have to come from big people? Give others a chance to share their ideas with you. I promise you'll be glad you did."

REVIEW From the amusing opening scene, which really makes the cast of the Royal Palace feel like one big family, to the action-packed adventures in Morainia, everything about this episode feels fresh and exciting. Princess Janice is a well-developed character and given one of the most exciting personalities seen in the series. That is not to say that the story does not have any faults; when Skeletor practically hands the crystals back to He-Man in order to escape, he makes a mockery of the entire plot. That said, it is a fun, action-oriented episode that takes a break from the usual locations. **6/10**



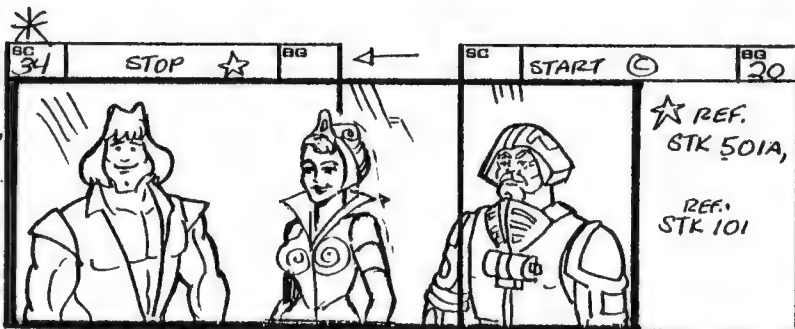
MEMORABLE QUOTES

"I've fought a lot tougher people than you two!" [King Boreas is confident going into battle with Beast Man and Trap Jaw]

"I've made arrangements for you to swim home." [Skeletor reveals yet another trap for the heroes]



LAYOUT NOTE
GIVE ADAM A BOY SCOUT'S "GOOD DEED" EXPRESSION. AVOID THAT SUPER HERO STERN LOOK. K? THANKS.



KING'S P.O.V. He looks around the group. PAN ACROSS OUR HEROES. END ON ADAM.

KING RANDOR W.O.
Now who should I send for the crystals?

SAME/AS

The animation showing He-Man holding the large wall of ice over his head had been used in previous episodes. However, it was redrawn in this episode to make it more physically accurate.

The animation of Beast Man kicking the door down was previously used in "Return of the Gryphon."



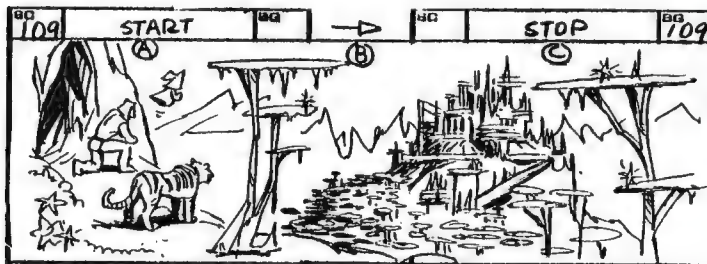
DELETED SCENES

This episode originally started with Teela training Prince Adam in martial arts at Castle Grayskull.

In the script the giant spider that confronts the heroes is referred to as "Gorgonzolla."

A deleted sequence had Skeletor summoning Beast Man, Trap Jaw, and Clawful to accompany him on his journey to Morainia.

In the script Prince Adam, Cringer, and Orko enjoy some skiing while in Morainia.

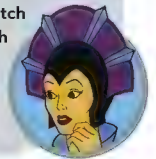


Nestled among protecting high mountains, Morainia is a fantastic kingdom, made entirely of ice. The northern light shines on intricate spires and domes. Delicate ice flowers glisten in all colors. When the wind blows through the ice trees, it makes a sound like a hundred tiny cymbals.

CRINGER V.O.
See. It's kind of pretty, isn't it?
ORKO V.O.
I never saw anything like it.

TRIVIA

- For the first and only time in the series we see that the throne room in the palace has a view screen that descends from the ceiling.
- When Orko is making the snow sculpture of Cringer, watch Cringer's expression when Orko throws a large amount of snow on the sculpture's nose.
- Steve Bussard, the writer of this episode, would later go on to write for *Dennis the Menace*.
- King Boreas, Prince Esker, and Princess Janice were designed by character artist Alice Hamm.
- This episode was storyboarded by Victoria Jensen, who would go on to be one of the directors of the animated movie *Shrek*.
- The character models for this episode were finalized on October 10, 1984.
- Originally, *He-Man's* second season, dated 1984, was to consist of thirty-nine episodes. When the decision was made to produce more, this was one of seven episodes that were held back for the batch of episodes dated 1985 (which explains the lack of quotation marks on the title card).



BONUS WIZARD OF WEAPONS: Trap Jaw's attachment that we see in this episode is new but barely worth talking about. The design is merely his Hook attachment without the actual hook, leaving a tiny nozzle for him to fire a laser out of.



The original line art and the final painted background of Princess Janice's map illustration in the snow.



THINGS THAT GO BUMP IN THE NIGHT

CAST Battle Cat, Clawful, Cringer, Evil-Lyn, Glitch, He-Man, King Randor, King Sallas, Man-At-Arms, Orko, Prince Adam, Queen Marlena, Skeletor, Teela

SYNOPSIS After accidentally destroying King Randor's birthday cake, an embarrassed Orko leaves the party and wanders into the courtyard. There, he finds the Stratoblaster, King Randor's main birthday present, which he accidentally activates. Man-At-Arms and Teela give chase in the Wind Raider.

Orko crash-lands in a garbage dump just outside of Snake Mountain. A spying Skeletor orders Clawful and Evil-Lyn to capture the heroes and recommends they take the cowardly Prince Glitch with them. The Evil Warriors are overpowered when He-Man arrives, and they prepare to head back.

Angered at the performance of his warriors, Skeletor tests their nerve by making them walk an energy beam across a dark, bottomless pit. Prince Glitch fails, and Skeletor has him thrown out of Snake Mountain. The heroes notice Prince Glitch's forced exit and take him back to the Royal Palace.

With no one at the palace able to talk to Prince Glitch because of his difficult

personality, Prince Adam decides to spend some time with him in the Enchanted Forest, slowly forming a friendship. Prince Adam learns that Prince Glitch was seeking excitement at Snake Mountain. As the pair make their way through the forest, they are attacked by giant flowers. During the commotion Prince Adam is knocked unconscious. As Prince Glitch braves the dangers of the forest to warn the others at the Royal Palace, Cringer manages to get Prince Adam to transform into He-Man. With the help of Battle Cat, he ends the threat posed by the flowers.

Glitch's father, King Sallas, attacks Snake Mountain looking for his son, but Skeletor tricks him into attacking the Royal Palace. When King Sallas realizes his mistake, Skeletor freezes him and tests Prince Glitch's bravery by making him walk an energy tightrope. Prince Glitch bravely crosses it and, with He-Man's help, is able to overpower Skeletor.

MORAL PRINCE ADAM. "Is there something that frightens you? Are you afraid of water or high places? I used to be afraid of the dark when I was little. Some fears are good if they make you more careful. Fear of fire may save you from a burn. Fear of getting hurt may make you think twice before trying something. So fear is nothing to be concerned about. As a matter of fact, it's healthy. So don't worry. Only a fool fears nothing. Now I'm afraid it's time to go. Bye for now."

REVIEW This episode succeeds in maintaining a fine balance between character writing and action sequences. As a guest character Prince Glitch is consistently well scripted; we really see the character's journey throughout the episode. At the same time it is good to see Prince Adam take a more proactive role by becoming a friend to Prince Glitch. The action scenes in this episode are quite creative at times, especially when Prince Adam is knocked unconscious. Skeletor and the Evil Warriors, like the heroes, are given plenty of good dialogue. Make no mistake, this is a fairly straightforward episode, but it manages to triumph with a good story and good character writing. **6/10**



MEMORABLE QUOTES

"Silence! You fishmonger, I'll throw you back in the ocean before you ever rule Snake Mountain!" [Skeletor threatens Clawful in response to his suggestion of treachery]

"Not so fast, you deceitful blackguard!" [King Sallas is articulate with his insults]



THEY STARE AT EACH OTHER
A BEAT - QUITE SURPRISED



THEN REGAIN THEIR
INITIAL 'DEDAIN FOR
EACH OTHER

SAME/AS

The animation of Skeletor cowering over his view screen as King Sallias attacks Snake Mountain with his warship was previously used in "Evilseed."

The close-up of He-Man lifting King Sallias's warship would later be used in the *She-Ra* episode "Sweet Bee's Home."



This beautiful background of Snake Mountain was created for the episode but never used!

DELETED SCENES

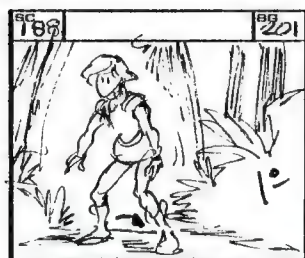
In a removed scene, as Orko flies through the air in the Stratoblaster, Man-At-Arms tries to instruct him in how to land.

Another removed scene had He-Man complete the transformation and then look for Cringer. Upon finding him disguised as a statue, He-Man uses the Sword of Power to transform him into Battle Cat. This also explains why Cringer appears at Snake Mountain alongside Prince Adam.

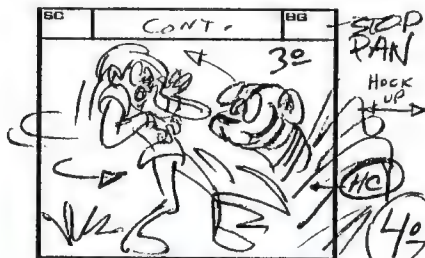
Man-At-Arms notices that Orko and the Stratoblaster are heading straight for what he calls "Skeletor's garbage dump!"

A removed shot had Skeletor, Clawful, and Webstor examining the view screen, which explains Skeletor's reference to Webstor, who never actually appears in the episode.

In the script, when Prince Adam is knocked out, Cringer unsheathes the Sword of Power and places it in Adam's hand. This makes the transformation into He-Man slightly more believable, as the episode indicates that he need not draw the sword in order to transform.



CLITCH STEPS BACK



CRINGER POKE OUT OF A NEARBY BUSH HQ.

TRIVIA

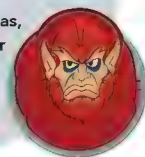
• Clawful and Evil-Lyn team up for the first time since "The Witch and The Warrior."

• During this episode Teela is constantly annoyed at Prince Adam. Even if she doesn't say anything, Teela's frown is ever present when she and Adam are in the same shot.

• Jay Scheimer is the voice of Queen Marlena in this episode.

• Lou Kachivas, the director of this episode, directed nineteen episodes in total (one less than Gwen Wetzler, the series' most prominent director).

• Fred Carrillo designed King Sallias, originally giving the character more detail on his costume.

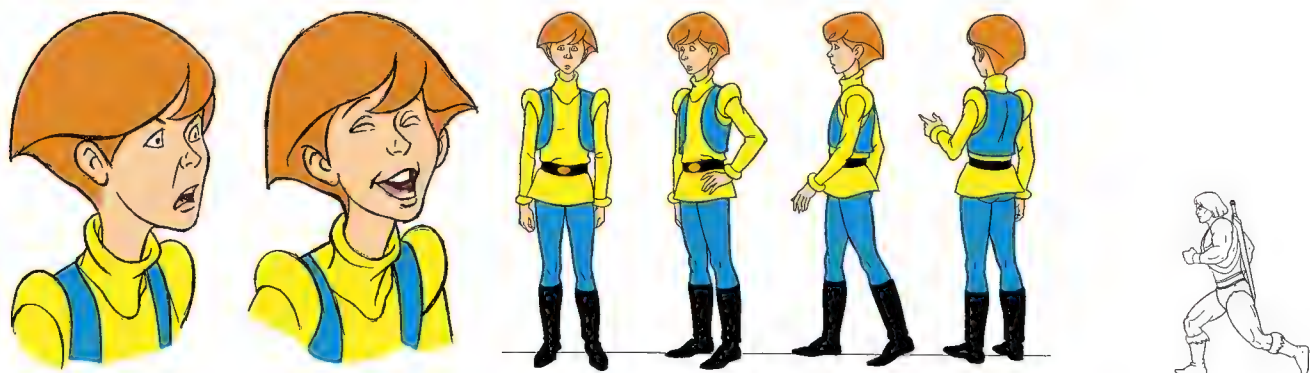


BONUS THE POWER OF HE-MAN: He

Man manages to climb to the top of a large wall that surrounds the Royal Palace. In an amazing show of strength, he then lifts the entire Sallasian warship that sits atop the palace and throws it to one side.



Left: Sharon Rolnick's storyboards were hilariously expressive.



THREE ON A DARE

CAST Battle Cat, Beast Man, Cringer, Cynda, Evil-Lyn, He-Man, Krill, Man-At-Arms, Mer-Man, Orko, Prince Adam, Skeletor, Tager, Teela, Trap Jaw, Tri-Klops

SYNOPSIS Prince Adam and Man-At-Arms are repairing a High-Frequency Transmitter in the laboratory when Teela enters and tells them that she is taking a Jet Crawler to transport three students on a field trip to the Mystical Forest. Man-At-Arms warns that with the transmitter not working, no radio communication can happen. Teela ignores the warning and goes on the field trip. Orko comes into the laboratory, but his attempts to help Man-At-Arms backfire. He destroys the beam switch and any hope of quick repair of the High-Frequency Transmitter. Man-At-Arms informs Prince Adam that he needs pure Rainbow Quartz to fix the machine, and the only place it can currently be found is a cavern within Snake Mountain.

As Prince Adam and Cringer make their way to Snake Mountain, Teela teaches the three children, Cynda, Krill, and Tager, about nature. While Teela looks for a picnic spot, the children climb into the Jet Crawler and

become bored. Krill dares Tager to take the vehicle on a joyride. Tager refuses but quickly takes the wheel after Cynda double dares him.

Teela radios for help when she realizes the children are heading to Snake Mountain but finds that the transmitter is still down. Skeletor orders Evil-Lyn to capture Teela as the children arrive at Snake Mountain.

Having encountered Mer-Man, Prince Adam and Cringer transform into He-Man and Battle Cat. As the children wander aimlessly about Snake Mountain, He-Man learns that Teela is now in Snake Mountain and has escaped Evil-Lyn.

Soon, He-Man, Battle Cat, Teela, and the children head for the hangar bay to escape in a Basher. He-Man empties an oil barrel to slip up Beast Man, Mer-Man, Trap Jaw, and Tri-Klops and manages to grab some Rainbow Quartz, enabling Man-At-Arms to repair the High-Frequency Transmitter.

MORAL PRINCE ADAM. "Taking a dare doesn't prove you're brave or smart. It could prove you're pretty foolish because most of the time it will get you or someone else in trouble. The smartest thing to do is not to take a dare, and not to worry about what people will think. If you only do what you think is right, you'll come out the winner. Don't learn the hard way, like the children in today's story. Until next time, so long!"

REVIEW Often, episodes that are this full of action and adventure fall short somewhere, but this script manages to craft one of the series' most fun adventures. At times it feels very much like a season 1 story, largely because of its core cast of characters. The beginning of the episode is quite slow, but as soon as the characters find themselves in Snake Mountain, the script comes to life. There are numerous fun action scenes throughout this episode, making it feel very much like a traditional Saturday morning cartoon. The scene in which He-Man and Battle Cat race to Teela and the children's rescue with the theme music playing wonderfully sums up the entertainment value of this episode. **8/10**

MEMORABLE QUOTES

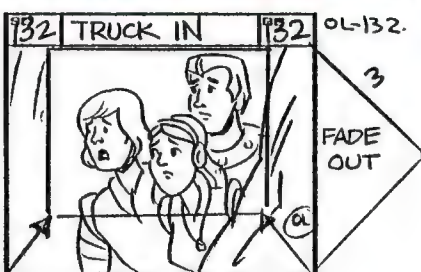
"I'm going to be a Royal Guard, not a Royal Gardener!" [Krill makes his feelings to Teela clear]

"Adam... This rock is looking at me." [Cringer learns that getting into Snake Mountain is no easy task]

"I think the children are more your equal. Perhaps you could find them!" [Skeletor is less than impressed with Mer-Man's performance]

"I come here in peace. If I can leave that way, it will be a pleasant surprise." [He-Man responds to Skeletor after he is caught inside Snake Mountain]

"Then a few of my friends will have to show you the door!" [Skeletor prompts his Evil Warriors to remove He-Man]



SAME/AS

The storm background as Prince Adam and Cringer approach Snake Mountain in the Wind Raider was originally used in "Keeper of the Ancient Ruins."

The action and dialogue of the fight scene toward the end of the episode are reused heavily in the She-Ra episode "Shades of Orko." This results in Mantenna spouting dialogue that only Skeletor would utter.

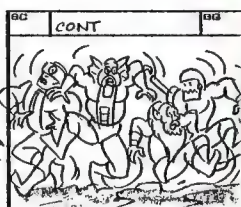


DELETED SCENES

A removed scene had Teela, Cynda, Krill, and Tager in the Jet Crawler on their way to the Mystical Forest. Krill claims that he has flown a Wind Raider, which impresses Cynda.

In the original script Mer-Man pulls Prince Adam back into the water, and they fight briefly.

In the script it states that when Skeletor says the word *Grayskull*, lightning fills the throne room, thus explaining Beast Man's odd reaction to the word.



TRIVIA

• Linda Gary voices Tager, and Erika Scheimer voices both Cynda and Krill.

• It is unknown where Beast Man's sudden fear of the word *Grayskull* comes from, as it was never mentioned before or after.

• An odd scene occurs when we see a Shrieker flying through a hallway in Snake Mountain.

• This episode marks the first time since "Prince Adam No More" that the original five Evil Warriors (Beast Man, Evil-Lyn, Mer-Man, Trap Jaw, and Tri-Klops, as seen in "Diamond Ray of Disappearance") are reunited.

• This episode marks the final appearance of Tri-Klops.

• When Beast Man, Mer-Man, and Trap Jaw are on He-Man's shoulders, we hear Beast Man say, "Put me down!" but it is Mer-Man's lips that mouth the words.

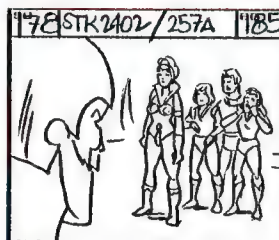


BONUS THE SAVAGE HENCHMAN:

Beast Man is weird in this episode. For no apparent reason he suddenly has a frightened reaction to the word *Grayskull*. At one point it even causes him to literally fall over on the spot. This trait would fortunately never be used again. We also see Beast Man kick the ground, complaining that he gets no respect. He is right.

BONUS ENTERING SNAKE MOUNTAIN:

Prince Adam and Cringer discover an interesting entrance into Snake Mountain. While searching outside, the pair locate a small bubbling spring of water and deduce that it must come from inside the mountain. They dive into the spring, swim along it, and sure enough emerge within Snake Mountain—with Mer-Man right behind them. In this episode we also see the children enter Snake Mountain in their Jet Crawler through an entrance with a skull-like mouth that snaps shut behind them.



JUST A LITTLE LIE

CAST Battle Cat, Cringer, He-Man, King Stefan, Man-At-Arms, Orko, Prince Adam, Prince Dal, Teela

SYNOPSIS Because his kingdom of Dyperia is in danger of attack, Prince Adam's cousin, Prince Dal, has relocated to the Royal Palace for safety. When Prince Dal begins to grow homesick for Dyperia, Orko tries to make him forget about his home by showing him how much better the kingdom of Eternos is in comparison.

Orko hands Prince Dal a useless rock which he calls the Starcrystal, claiming it to be the most powerful artifact on Eternia. Orko states that it will protect whoever holds it. Prince Dal decides to test it by walking under a waterfall, prompting Orko to use his magic to prevent him from getting wet and fool him into believing the stone to be magical.

The redirection of the waterfall causes a disturbance at the Royal Palace, and when He-Man inquires about it, Orko makes up a story that the waterfall went crazy.

Thinking the Starcrystal will be useful to his father in battle, Prince Dal steals the

stone from Orko's room at night. Upon discovering that Prince Dal is missing, Teela prepares to head back to Dyperia, but Orko, not wanting her to learn about his Starcrystal lies, tells her that Prince Dal was heading toward the caverns.

The Torcs, enemies of Dyperia, attack He-Man, Battle Cat, Man-At-Arms, and Teela with sleeping gas and capture them. Meanwhile, Orko, who has located Prince Dal, tires of trying to prove the Starcrystal is real and lets him continue on to Dyperia.

The Heroic Warriors manage to escape the Torcs' prison, overpower them, and find Orko. Prince Dal gives the Starcrystal to his father, King Stefan. Thinking he is now invincible, King Stefan challenges the Torcs outright.

He-Man manages to save King Stefan and, along with the other heroes, seals the Torcs in their cavern as Orko finally explains his chain of lies to everyone.

MEMORABLE QUOTES

"This place is magical too! We have lots of magic! Strong magic!"

[Orko's web of lies begins]

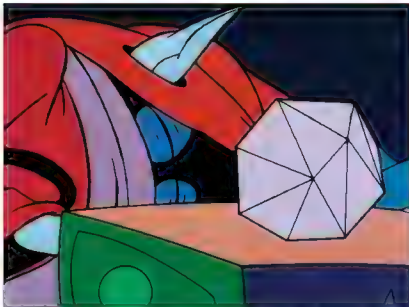
"I'd better go tell Man-At-Arms so he can fix it." *[He-Man sounds rather skeptical when Orko tells him the waterfall went crazy]*

"You'd better stay here and rest. You look terrible." *[Teela pulls no punches with Orko]*

"Dal! That's silly. I can see you plain as day!" *[Orko fails to understand Prince Dal's use of the word invincible]*

MORAL **ORKO.** "Boy, am I glad today's adventure's over . . ." **TEELA.** "Why's that, Orko?" **ORKO.** "Because I was having a hard time keeping track of my lies. Each one led to another, and another, and another. It was exhausting!" **TEELA.** "Well, that sounds like a pretty valuable lesson . . ." **ORKO.** "Oh yes, it is! I learned that lying is not only very dangerous to other people but painful for me as well . . . I'll always tell the truth from now on." **TEELA.** "Are you sure?" **ORKO.** "Positively." **TEELA.** "Well, we'll all see you soon again, and that's no lie!"

REVIEW There are elements of this episode that should be good. But after a few minutes it becomes apparent that the Starcrystal as a plot device is going to be wasted. Orko is the only character given a chance to shine, and this is only because he is in the episode constantly. Prince Dal as a guest character is nothing special, fairly one-dimensional, and seems to be devoid of any character, while He-Man, Man-At-Arms, and Teela are written at their most bland; they just seem to walk around aimlessly trying to catch Orko. The story itself feels drawn out, and the conclusion between the heroes and the Torcs is so poorly staged that it is hard to feign interest. **3/10**



Left: The two children in the Royal Palace in their colorful costumes.



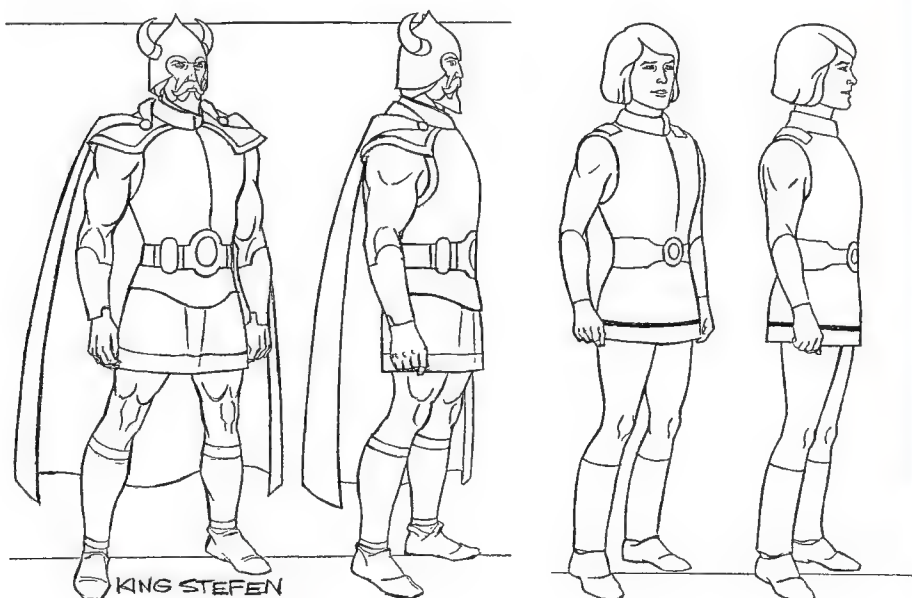
SAME/AS

The Torcs use the exact same character models as the Orcs.

Orko's shocked expression when Man-At-Arms scares him was previously used in "Teela's Quest" and "Fraidy Cat."

The warriors of King Stefen's army are the Royal Guard sporting a different color scheme.

The animation of the Torc leaping toward Man-At-Arms was previously used in "The Huntsman."



DELETED SCENES

In the script, as Prince Adam and Cringer run off to change, Cringer reluctantly comments, "I'm right behind you. Again."

Originally Orko does not learn of Prince Dal's disappearance from Man-At-Arms. Instead, he wakes up from his sleep and immediately notices that the Starcrystal is missing.



TRIVIA

- This episode reveals Prince Dal to be Prince Adam's third known cousin, after Lady Edwina from "Creatures From The Tar Swamp" and Prince Jeremy from "The Royal Cousin."

- Two versions of this episode exist. When Prince Adam introduces Prince Dal to Orko, the original episode did not have Adam mention that Dyperia is his uncle Stefen's kingdom by the sea. Therefore many at the time did not know that Prince Dal was related to Prince Adam.

- During the scene with the two children in the Royal Palace, you can see that the young boy has a small version of the Sword of Power which he raises to the sky.

- When Prince Dal and Orko locate King Stefen's camp, we hear some very unusual music, only ever heard this one time in the series.

- This episode was storyboarded by Humberto De La Fuente, who would go on to be an animator on *Who Framed Roger Rabbit*.



ONE FOR ALL

CAST Battle Cat, Batty, Cringer, Frogman, Harro, He-Man, Hisser, Lavaman, Leo, Man-At-Arms, Orko, Prince Adam, Rose, Sticky Fingers, Teela, Tracker



MEMORABLE QUOTES

"That one's not trying out for the track team!" *[Batty makes an amusing comment as Rose flees the village of Pax]*

"It wasn't a very loud call for help." *[Cringer attempts to defuse the situation and avoid being transformed into Battle Cat]*

"I've got to get out of here! I can't stand it, I tell you!" *[Cringer overreacts after being imprisoned for fifteen minutes]*

"There are more important things than your sword, Adam!" *[Teela remains wonderfully uninformed]*

SYNOPSIS Space Pirates invade the peaceful village of Pax and demand half of its crops. The people are upset by their demands, but they comply for their own safety. A young girl named Rose flees the village, with one of the crew, Hisser, in pursuit.

Meanwhile, Prince Adam, Cringer, Orko, and Teela are marking coordinates on a map to record the location of some ruins. They suddenly hear a call for help, and as Teela leaves, Prince Adam and Cringer transform into their other selves. He-Man, Battle Cat, and Teela manage to save Rose and dispose of Hisser.

The heroes return to the village with Rose and confront the Space Pirates. During the confrontation Prince Adam loses the Sword of Power to Lavaman, and the leader of the Space Pirates, Sticky Fingers, captures them with the tar that shoots from his fingers.

Prince Adam, Cringer, and Teela are imprisoned in the village, but Rose and her

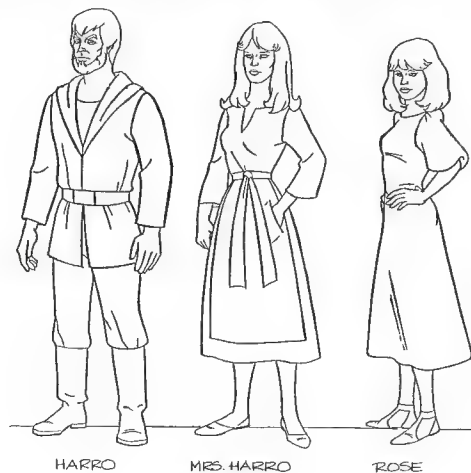
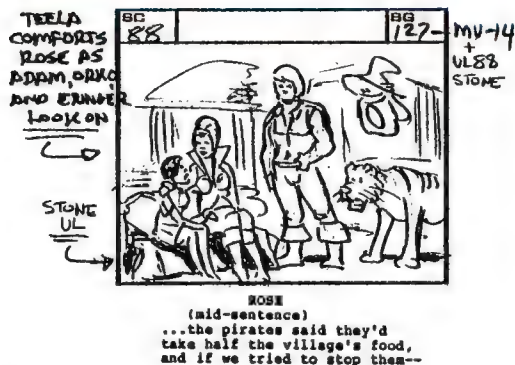
father, Harro, help them escape. Sticky Fingers sets the Tracker on their trail, but the heroes manage to deter it by tricking it into sniffing some spice. Cringer goes off to find the stolen Sword of Power, only to discover that Sticky Fingers is in possession of it.

As the Space Pirates begin taking all the food, Prince Adam persuades the villagers to work together in order to fight back. The villagers unite, and the Space Pirates are captured one by one. Cringer, having won back the sword from Sticky Fingers, presents it to Prince Adam.

Within moments He-Man and Battle Cat confront the leader of the Space Pirates. Sticky Fingers attacks the heroes with his tar, but the Sword of Power frees them. As the Space Pirates attempt to escape in their ship, He-Man grabs a large chain and lassos the vessel, bringing it crashing back to the ground. The villagers celebrate as the Space Pirates are defeated.

MORAL PRINCE ADAM. "Today's story was about cooperation—working together to get a job done. Have you ever tried to lift something heavy? With help from a friend or two, the job becomes easier. If we offer to help someone with his or her job, that person might be willing to help us when we have a tough job to do. That's how people cooperate: by helping each other to get things done. Why, a job that's dull and boring can be fun with a friend's help. Give it a try. Until next time . . . bye-bye."

REVIEW Once again, this is one of those episodes that could have achieved greatness but just fall short. That is not to say it is a bad episode, but given the unique locations, colorful guest characters, and a subplot or two, it fails to shine as we would expect it to. The story, action-adventure, and characterization are all present, but none are developed to their full potential. For example, the fantastic cast of Space Pirates should get more screen time, but the script seems to brush over their personalities. However, this episode's action is a triumph, and the loss of the Sword of Power adds another layer of excitement to an entertaining story. **C/10**



SAME/AS

Harro, Rose's father, would later make an appearance as Farmer Karlis in the *She-Ra* episode "Enemy With My Face."

The ship that the Space Pirates pilot is almost identical to the Keeper's ship in "The Heart of A Giant."

The location that the heroes find themselves in at the beginning of the episode is from "Colossor Awakes" and was also used as Dark Mountain in "Origin of the Sorceress."

The sword fight between Teela and the Space Pirate is based on a rotoscoped sequence that was previously used in "The Dragon's Gift."

The Tracker is actually a much smaller version of the Cavern Monster seen in "Reign of the Monster."

Some of the villagers of Pax are blatant character reuses without even a color change. Mallek from "Wizard of Stone Mountain," Garn from "A Tale of Two Cities," and Palos from "The Starchild" all appear as new characters in this episode.



ADAM REACHES FOR SWORD AS HARRO GRABS ROSE --



TEELA SITS IN CORNER --

TEELA
Cringer, we've only been here fifteen minutes.



HARRO DRAGS HIS DAUGHTER AS ADAM STANDS READY WITH SWORD IN HAND.



ROSE STANDS BETWEEN ADAM, TEELA

ROSE
They're friends, Father. They just saved my life!

DELETED SCENES

In the script, Prince Adam does not unsheathe the Sword of Power when confronting the Space Pirates. After Cringer collides with Prince Adam, Lavaman notices the sword in its scabbard and unsheathes it himself.

After Sticky Fingers announces that he is going to turn the Tracker loose, in the script each one of the Space Pirates reacts by saying the Tracker's name in horror.

To emphasize the villagers coming together, there was supposed to be a scene with many villagers, male and female, old and young, passing a large slab of masonry down a line, where it finally reaches the stonemason.

In the script, the villagers lay more traps, including a maze in which many of the Space Pirates get lost.



Prince Adam unsheathes the Sword of Power. He loses it mere seconds later.



TRIVIA

• This is the first time in the series that we meet Space Pirates, after having heard of their existence in "House of Shokoti" Part 1.

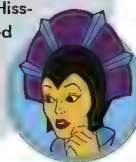
• Sticky Fingers' crew of Space Pirates are not named in the episode, but in the script it is revealed that the bat-like creature that sits on his shoulder is Batty, Frogman is the frog man, Hisser is the reptile man, Lavaman is the rock man, and Leo is the lion man.

• The character of Sticky Fingers is voiced by John Erwin.

• When Prince Adam prepares to transform, the animation of him raising the Sword of Power is based on He-Man's "I have the power" pose. Even though this sequence had previously been animated as Prince Adam for "Dawn of Dragoon," it is reanimated here.

• Erika Scheimer is the voice of Frogman. She would later use the same voice for Huntara in the *She-Ra* episode "Huntara."

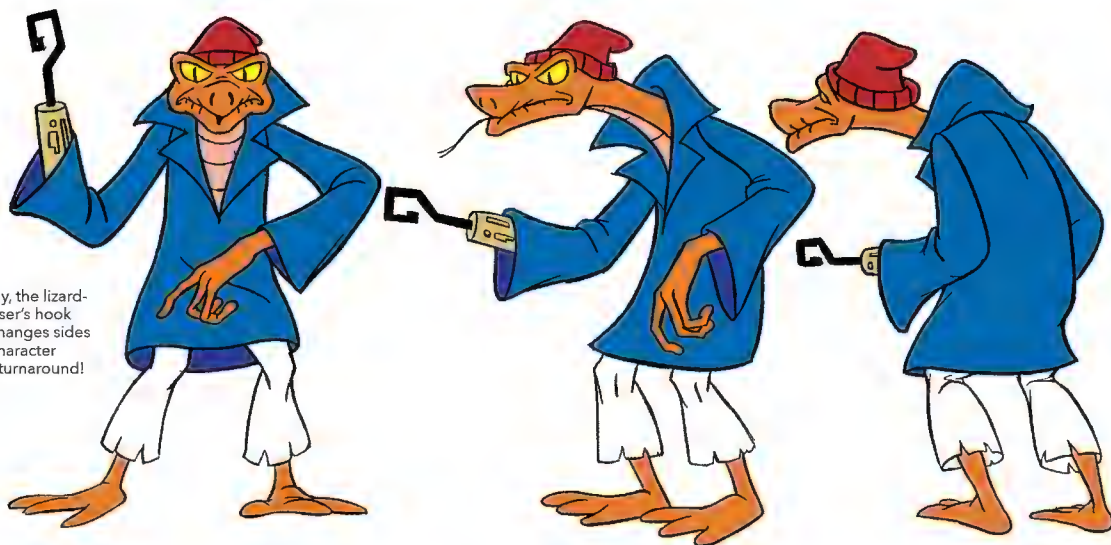
• Sticky Fingers, Batty, Frogman, Hisser, Lavaman, and Leo were designed by character artist Harry Sabin.



BONUS UNSHEATHING THE SWORD

OF POWER: As in "Trouble in Arcadia," Prince Adam unsheathes the Sword of Power in what appears to be an act of self-defense. In this episode it feels relatively convincing only because the Space Pirates opposing him wield swords of their own. Fortunately the writing of this episode is strong, and the sword's disappearance does not feel forced into the plot.

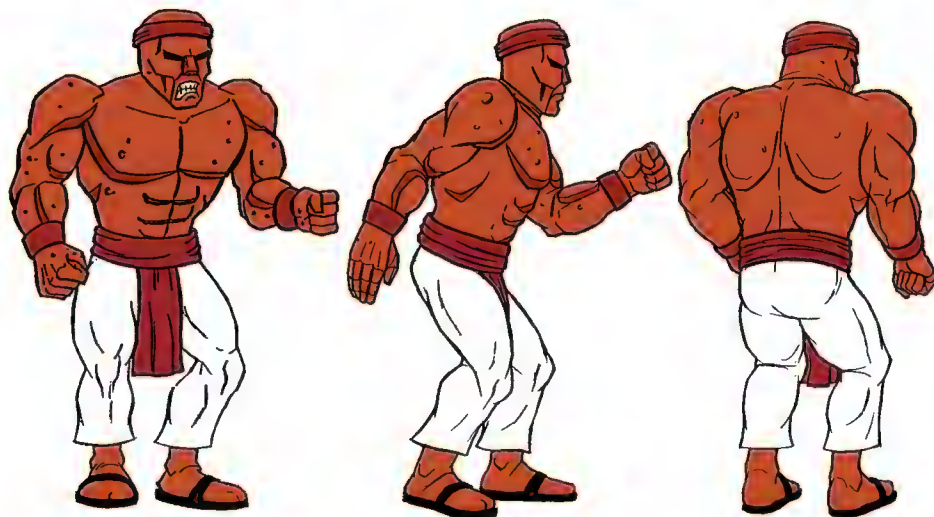
Bizarrely, the lizard-like Hisser's hook hand changes sides in his character model turnaround!



While Leo was quite a savage-looking character, he proved to be the most bumbling of the Space Pirates.

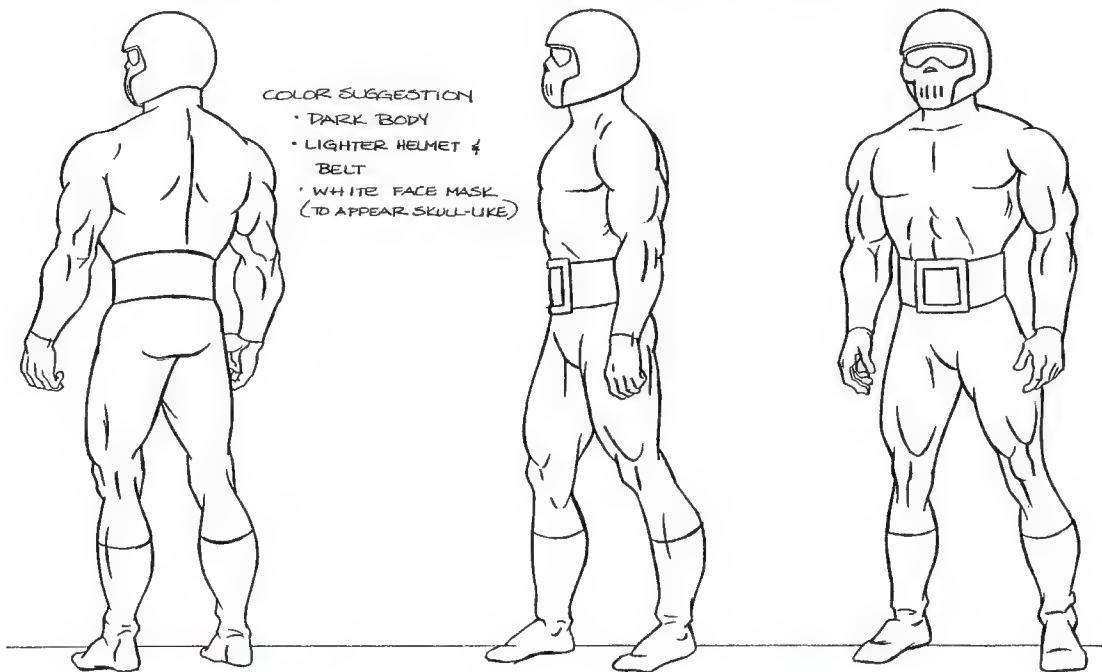


Lavaman was the most imposing member of the Space Pirates.



STANDARD SPACE PIRATE :

- TO BE USED FOR ALL NON-DISCRIPIT MEMBERS OF PIRATE ARMY -



COLOR SUGGESTION
• DARK BODY
• LIGHTER HELMET &
BELT
• WHITE FACE MASK
(TO APPEAR SKULL-LIKE)



Frogman had the least
screen time of all the
Space Pirates.

JACOB AND THE WIDGETS

CAST Battle Cat, Biro, Cringer, He-Man, Jacob, Kando, Lara, Man-At-Arms, Mer-Man, Prince Adam, Squinch, Teela, Trap Jaw



MEMORABLE QUOTES

"Trap Jaw, you not only look stupid—you are stupid!" [Mer-Man has had enough of Trap Jaw's biting comments]

"Yes, it is I—Mer-Man!" [Mer-Man makes an overly dramatic announcement]

"It's the prettiest one I've seen all day." [Cringer comments on the beautiful sunset]



SYNOPSIS Teela flies Man-At-Arms' new Wind Raider, testing its new rocket boosters. Prince Adam thanks Kando and Squinch for their Coridite, which helps fuel the experiment. Teela lands, thrilled with the Wind Raider's ability to go upward.

Later that day, Prince Adam and Teela take Biro, Lara, Kando, and Squinch to the beach for a picnic. As Prince Adam marvels at how the Widgets are like family, Mer-Man and Trap Jaw spy on them. Mer-Man wishes to test his new mechanical sea monsters and spies a little fishing boat. Two robotic sea monsters attack the ship, scaring the old man onboard. While Teela and the Widgets watch the scene unfold, Prince Adam transforms into He-Man and ventures out into the water. He-Man saves the old man and destroys Mer-Man's sea monsters with relative ease.

Back on the beach, the old man reveals himself to be Jacob, a hermit who does not take too kindly to being cared for.

Mer-Man kidnaps Biro and has him reveal the location of the Coridite, threatening that if Biro should mention the meeting to anyone, Mer-Man will say that Biro helped him willingly. The Widgets take Jacob back to their fortress, where, much to his chagrin, they take care of him.

Later that evening, Mer-Man attacks the Widgets' fortress and begins to flood their mines just as Teela pays a visit. After a brief confrontation, Mer-Man quickly escapes into his own waters, but He-Man follows behind and takes the Coridite back from him.

He-Man uses Man-At-Arms' new Wind Raider, with Coridite-enhanced rocket boosters, to fly into outer space. He pushes the moon, forcing the tide to go down and the floodwaters to flow out of the Widgets' fortress. He then effortlessly pushes the moon back in place and returns to the fort, where Jacob agrees to be the Widgets' mayor.

MORAL TEELA. "Because the Widgets helped Jacob he chose to stand beside them when they were in danger. Afterwards he planned to leave them because he was so used to living alone. Only after he discovered that he was really needed by the Widgets did Jacob agree to stay and be their mayor. It's important to let those around us know that we love and need them. Have you hugged your parents today?"

REVIEW This script utilizes the Widgets well, giving them the feel of a family and playing them off against Jacob to perfection. Jacob himself is a fascinating character, and he is scripted with a great deal of realism. Under another writer, Jacob could have easily become a stereotypical grumpy old character. Although their scenes are brief, the genuine friendship between Jacob and Squinch is where the script really shines; Squinch is at his most likable in this episode. Mer-Man is a pleasant addition to the script, though he adds little. The less we talk about He-Man moving the moon, the better. Fortunately, it does not detract from a charming script. **6/10**



SAME/AS

The serene Eternian beach was previously used in "The Rainbow Warrior."

He-Man's run and dive animation scenes were previously used in "The Defection" and "Search for the VHO."

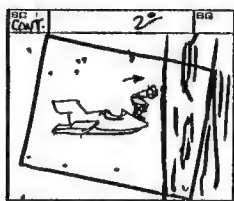


DELETED SCENES

A removed scene had Kando and Squinch approach Teela upon her landing of the Wind Raider and ask her if she will give them a ride at some point.

In the script, having gotten the information he wanted from Biro, Mer-Man steps on some branches that Biro was carrying and falls over. He continues to threaten Biro as he gets to his feet.

At the end of the episode, it was originally scripted that the Widgets would dance around Jacob, with Lara and Squinch bringing He-Man and Teela into the dance.

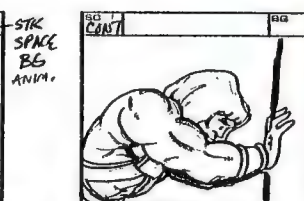


PUSHES AGAINST THE MOON

HOOK UP



CU - HE MAN STRAINING. IT GIVES....



STRK SPACE BE ANIM.



A striking piece of layout artwork shows He-Man leaping from the sea and punching one of Mer-Man's mechanical sea monsters.

TRIVIA

• The premise for this episode would later be used for the *BraveStarr* episode "Jeremiah and the Prairie People."

• After He-Man defeats Mer-Man's monsters, we see the Widgets cheering; Squinch suddenly has his spear in hand.

• In Mer-Man's underwater base, Trap Jaw's arm somehow switches sides even though the stock animation used in previous shots is correct.

• In the moral segment there is a nice additional shot of Jacob, the new mayor, surrounded by the Widgets.

• When Prince Adam transforms into He-Man for the second time, behind him is a beautifully painted background showing the sky slowly turning into night.

• In this episode He-Man moves one of Eternia's moons, but it cannot be either of the two from "The Shadow of Skeletor" because they are populated.

• Mer-Man would not appear in the series for another thirty-seven episodes.

• The storyboards for this episode were completed on June 11, 1984.



BONUS THE POWER OF HE-MAN:

In a ridiculously brief scene, He-Man almost effortlessly moves the moon out of its orbit to control the tide, and then within moments moves it back.



THE LITTLEST GIANT

CAST Battle Cat, Beast Man, Cringer, Evil-Lyn, He-Man, Kando, King Randor, Lara, Man-At-Arms, Orko, Panthor, Prince Adam, Skeletor, Squinch, Teela

SYNOPSIS At the Widgets' fortress, high winds are menacing the Widgets; Kando is swept into the air, but Lara and Squinch manage to rescue him. Squinch regrets that he could not perform the rescue himself, and he wishes he were not so small. The powerful winds knock down a huge tree outside of their fort. Squinch manages to climb down and, in an effort to prove himself, begins chopping at the tree.

Kando fires the signal flare and within moments He-Man arrives and effortlessly throws the large tree to one side. When Squinch claims that if he were as big as He-Man he could perform similar feats, Orko comments that not even his magic could help Squinch with that.

Desiring to be bigger, Squinch decides to go to Skeletor for magical help. Evil-Lyn tricks Squinch into giving He-Man a box which she claims is a present, promising to make Squinch big if he does so. Squinch

summons He-Man and gives him the box, which releases a sleeping gas that knocks He-Man and Battle Cat unconscious. Skeletor, Beast Man, and Evil-Lyn take He-Man and Battle Cat back to Snake Mountain.

Skeletor attacks the Royal Palace and quickly claims the throne. Teela, Orko, and Squinch try to free He-Man, but Evil-Lyn prevents their every move. During the battle Evil-Lyn blasts a hole in the wall, and just as Squinch prepares to climb through, Evil-Lyn makes him big. Squinch, realizing that he needs to be small in order to save He-Man, has Orko use his magic. Small once more, Squinch is able to fit through the hole and save He-Man.

The heroes return to the Royal Palace, where they put Skeletor, Beast Man, and Panthor in a dough mix and send them back to Snake Mountain in a giant loaf of bread. Squinch realizes that being little may not be so bad after all.

MORAL SQUINCH. "In today's story, He-Man said what is important is what you're like inside. It's not really important whether you're big or small, or tall or short, or fat or skinny. In other words, what's important is being the best person you can be. You know something? I bet there are a lot of people out there right now who'd like to be just like you." **ORKO.** "Good for you, Squinch. You said it!"

REVIEW Evil-Lyn and Squinch are the two obvious stars of this episode, though the other characters are given a good amount of screen time. Squinch's willingness to help Evil-Lyn is rather surprising given their previous confrontation. That said, Evil-Lyn is delightfully evil in this episode, stealing the show and effortlessly convincing Squinch that she admires He-Man. Not only is the direction throughout this episode good, but some of the animation, especially on Squinch, is fantastic. Even though both He-Man and Skeletor seem to fade into the background during the course of the episode, that does not prevent it from being a joy to watch. 7/10



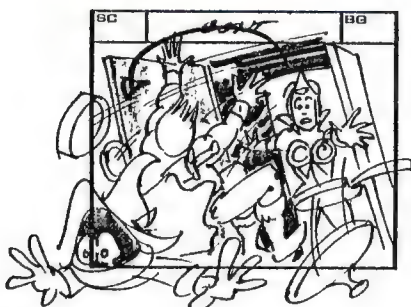
MEMORABLE QUOTES

"Now, we'd better get out of the wind before we all blow away."
[Lara leads her fellow Widgets to safety]

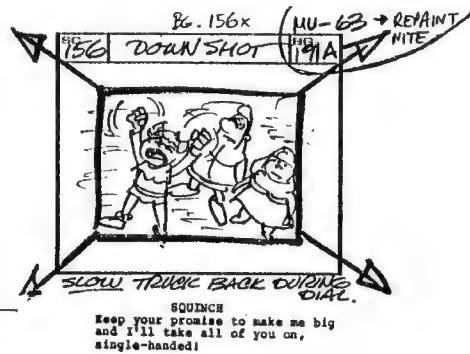
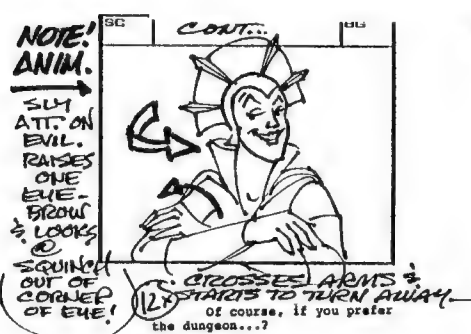
"For one so little, he has a lot of courage."
[Evil-Lyn acknowledges Squinch's bravery in asking Skeletor for a favor]

"I don't know what lies you've heard about me, but I've always admired He-Man."
[Evil-Lyn has little trouble convincing Squinch]

"Keep your promise to make me big and I'll take on all of you, single handed!"
[An angry Squinch threatens the Evil Warriors]



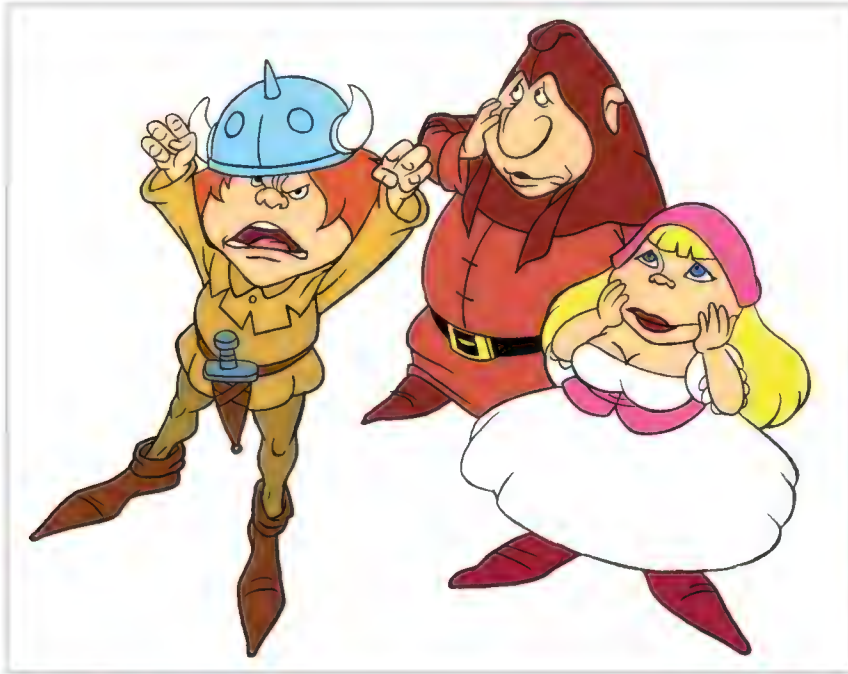
SFX: ...THEN CRASH!!!



SAME/AS

The scene of Prince Adam preparing to transform into He-Man was previously used in "The Shaping Staff." Both feature a cross fade (in both image and music) into a shot of Prince Adam unsheathing the Sword of Power, and both episodes are directed by Lou Kachivas.

The shot of Teela cradling He-Man on the ground was previously used in "The Cosmic Comet," although instead of He-Man, it was Prince Adam.



DELETED SCENES

This episode originally opened up with Prince Adam and Orko walking through the forest at dusk, witnessing the powerful winds that would eventually batter the Widgets.

A piece of removed dialogue had Squinch, outside of Snake Mountain, comment, "I just hope he's in a friendly mood!" in reference to Skeletor. Beast Man then appears and captures him.

When Squinch fires the signal flare to call He-Man, Kando is woken up in the script and thinks he is under attack. Both he and Lara confront Squinch, who claims that firing the signal flare was an accident.

In the original moral segment, it was He-Man that was talking to Squinch, rather than Orko.



TRIVIA

- The title card of this episode features an accompanying musical score exclusive to this episode.

- When Prince Adam first transforms into He-Man in this episode, it is the only time in the entire series that the transformation sequence does not have any part of the *He-Man* theme running through it.

- Squinch appears to have forgotten about the way in which Evil-Lyn humiliated him in "Evil-Lyn's Plot" when he happily accepts her aid.

- Skeletor once again sits upon the throne of Eternia; not since "Creatures From The Tar Swamp" has he achieved this.



BONUS ENTERING SNAKE MOUNTAIN:

Teela reveals to Orko and Squinch that she discovered a secret entrance into Snake Mountain long ago. The entrance appears to be quite small and also not so secret, as Evil-Lyn is waiting to greet them.



An expressive piece of animation sees Lara plant a huge kiss upon Squinch.



TROUBLE'S MIDDLE NAME

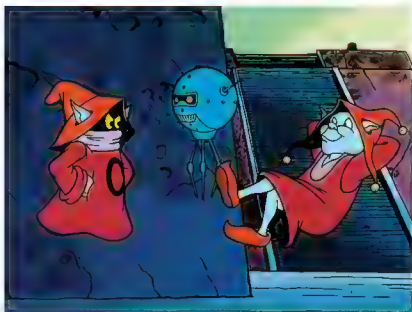
CAST Battle Cat, Blinker, Cringer, He-Man, First Keeper, Second Keeper, Man-At-Arms, Negator, Orko, Prankster, Prince Adam, Teela, Vola-Ree



MEMORABLE QUOTES

"I end up with something big, green, and hungry after me." *[Cringer describes a typical outing as Battle Cat]*

"Right again, Master!" *[Blinker agrees with everything Prankster says, even when he doesn't say anything]*



SYNOPSIS The keepers of the Temple of the Sun test the values of an old man, Vola-Ree. The man refuses to give them his land in return for the healing power of the Sunstone, claiming that he will not rob his family for his own benefit. The keepers deem Vola-Ree worthy of the Sunstone's power, and he is revived. Shortly after, the keepers notice that the energy of the Sunstone appears to be low and decide that it is time for the recharging ceremony, which can only happen once every one hundred years, when the sun is in the perfect position. The ceremony calls for the presence of the strongest forces for good in the universe, so the keepers invite the Heroic Warriors.

He-Man, Battle Cat, Man-At-Arms, Orko, and Teela journey across the Sands of Time in the Attak Trak, but they find their path temporarily blocked by a large bottle. Orko uncorks it to reveal Prankster, a Trollan who plays gags and tricks and will only return to

his home dimension of Trolla when his true name is spoken.

His gags are made dangerous when a returning Negator begins to use his power to corrupt Prankster's magic. After overcoming numerous obstacles, the heroes arrive at the Temple of the Sun, and the ceremony begins. As the heroes shield their eyes from the nearly blinding light, Negator leaps into the temple and steals the Sunstone, using its incredible power to grow larger. As a joke, Prankster unleashes a rainstorm, not realizing that Negator is in possession of the Sunstone. Negator is absorbed by the Sunstone, but not before he creates an electrical storm. He-Man leaps into the storm and uses the Sword of Power to redirect the electrical energy back into the Sunstone.

At the Royal Palace, Prince Adam manages to trick Prankster into revealing his name, at which point he disappears.

MORAL TEELA. "We all have the urge once in a while to play a joke on someone. But as Prankster learned today, jokes have a way of getting out of hand. When that happens, it can backfire—and then the joke isn't funny. It might be dangerous. And it might hurt someone—maybe you! So next time you think about pulling a joke on someone, no matter how safe you think it is, think twice about it—then don't do it! Bye for now!"

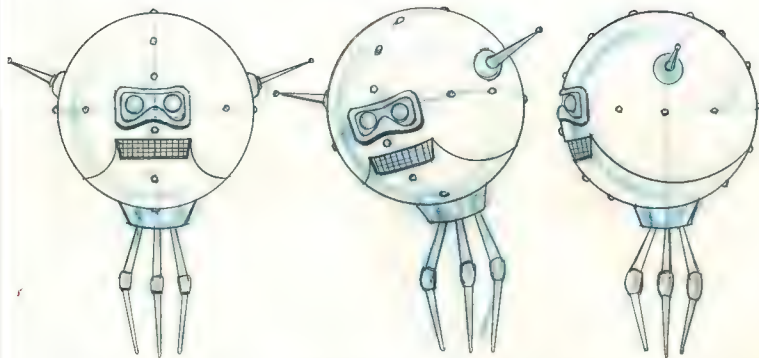
REVIEW It is amazing how an episode that features the return of both the always mysterious Temple of the Sun and Negator fails miserably. The first thing this episode mistakenly succeeds in doing is transforming the legendary Temple of the Sun into one of the most uninspired locations of the series. Secondly, even though Negator was never the greatest of villains, here his character and powers are completely wasted. This episode is also an example of J. Michael Straczynski writing banter between the characters that makes them somewhat unlikely. The only good character in the episode is Blinker, because his comic timing has to be seen to be believed. Ultimately, this is one of the worst episodes of the series. **2/10**



SAME/AS

The interior to Negator's mobile lair in this episode is the same as his base of operations in "Game Plan," even though his last base exploded, and this is supposed to be a new one.

Negator traverses the Sands of Time in a spider-like mobile lair. The very same design was used for the Spider Drones Trap Jaw built in "House of Shokoti" Part 1 and was later seen in "Beauty and the Beast."

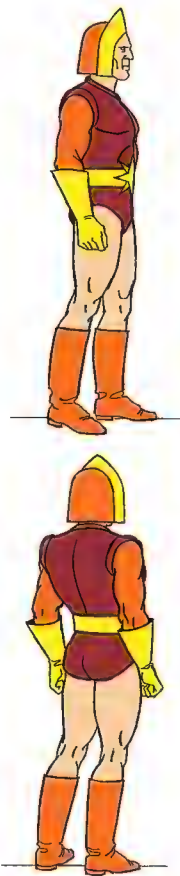
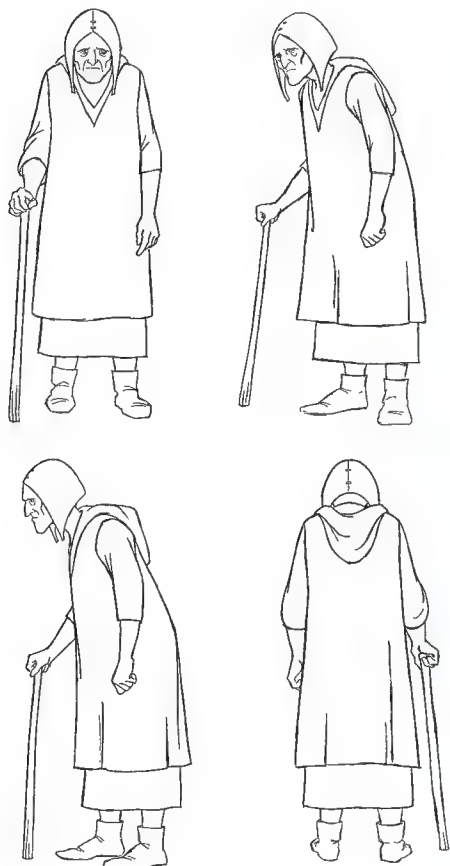


BLINKER - PRANKSTER'S METALLIC ROBOT MU-93

DELETED SCENES

A removed piece of dialogue had He-Man comment on the fact that Wolf Bats are never seen in the desert.

Originally, Man-At-Arms mentions the fact that the Temple of the Sun is very different since last he visited.



This character was designed to accompany the other two keepers of the Temple of the Sun but never appeared. He would show up as one of King Randor's warriors in "To Save the Creatures."



TRIVIA

- The Temple of the Sun returns for its third and final appearance. However, in this episode, J. Michael Straczynski has ignored all previous appearances, and it is now a temple that houses the Sunstone. The Sunstone is guarded by two keepers, neither of which we have seen before.

- Prankster was designed by character artists Gerald Forton and Lew Ott.

- Both Prankster and Blinker are voiced by Lou Scheimer.

- When He-Man leaps into the energy storm, he utters, "By the power of Grayskull," but the audio used is the stock line recording of Prince Adam.

- Prankster's real name is spelled in the script as "Wokrapanwooki."



BONUS THE POWER OF HE-MAN:

He-Man leaps into an energy storm with the Sword of Power, raised high; he then uses his body and the sword to channel the energy back into the Sunstone.

JOURNEY TO STONE CITY

CAST Evil-Lyn, He-Man, Kobra Khan, Man-At-Arms, Orko, Prince Adam, Skeletor, Sorceress, Vokan, Webstor

SYNOPSIS Deep in the jungle, Prince Adam, Man-At-Arms, and Orko search for the legendary Stone City, in which an ancient treasure is said to exist. Their useless map and three-day journey begins to take its toll, and Orko's frustration with the Attak Trak boils over. Orko stumbles upon a map to Stone City, which Evil-Lyn, Kobra Khan, and Webstor steal while also imprisoning the heroes. Prince Adam transforms into He-Man for further study. Inside an ancient temple, a shaft of sunlight brings a statue to life.

were no longer needed. Vokan claims the statues are the treasure of Stone City. He notices that the Life Bringer, the device that will bring his people back to life, is missing. Evil-Lyn tells Vokan that He-Man took it to Castle Grayskull.

Vokan arrives at Castle Grayskull, but He-Man prevents him from entering. Vokan soon realizes he has been misled and teams up with He-Man in order to retrieve the Life Bringer from Snake Mountain.

Skeletor, wanting to stop an attack on his lair, decides to return the Life Bringer by dropping it out of the window. He-Man catches the machine, but upon returning to Stone City, Vokan informs them that they have missed the pivotal moment when the Life Bringer and the moon are in perfect alignment. He-Man moves the mountain on which the Life Bringer is supported, and the moon brings life back to the people of Stone City.

Upon arriving at Stone City, the villains discover many realistic statues. Noticing a strange machine housed atop the ridge of a mountain, Evil-Lyn teleports it to Snake Mountain for further study. Inside an ancient temple, a shaft of sunlight brings a statue to life.

Vokan, the ruler of Stone City, reveals that his people chose to undergo the Great Sleep of Stone because their warrior specialties

MORAL **ORKO.** "Today we learned something about the importance of listening to other people." **MAN-AT-ARMS.** "Orko..." **ORKO.** "Just a sec. Vokan's big mistake was listening to Evil-Lyn without asking He-Man for his side of the story." **MAN-AT-ARMS.** "Orko..." **ORKO.** "Before we blame somebody for doing something, we should always find them and ask for his side of the story. That's important, because sometimes we're wrong about who's to blame." **MAN-AT-ARMS.** "Orko!" **ORKO.** "Remember... listen to what other people have to say! What is it, Man-At-Arms?" **MAN-AT-ARMS.** "Dinner's ready." **ORKO.** "Oh!"

REVIEW Throughout this episode J. Michael Straczynski's treatment of Evil-Lyn is excellent. Not only do we see her thirst for the power of Castle Grayskull scripted to perfection, but we also see her showing far more determination than ever. Both Kobra Khan and Webstor make good allies for her, and Skeletor's brief appearances are some of the best in the series. That said, this episode feels as though it never really tries to develop a good story from its content. You get the impression that the script does not take itself too seriously, resulting in every scene having a strong comical element. Sadly the story of the people of Stone City deserves more than an episode full of funny scenes. **5/10**

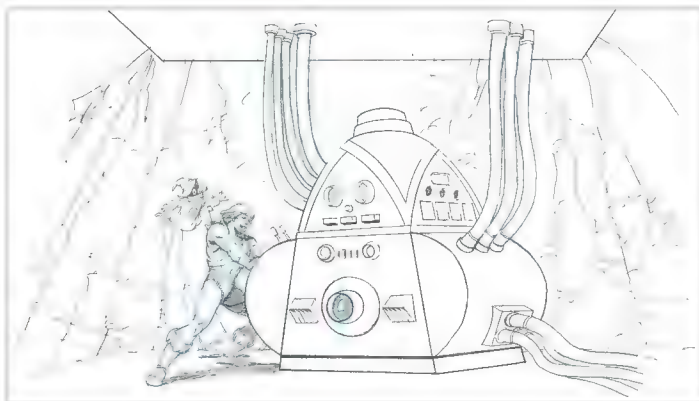
MEMORABLE QUOTES

"Great. Even when I'm right, I'm wrong! And the only reason I'm right is because I'm wrong! And if I'm wrong, it's because he's right about me being wrong!"
[Orko's frustration with the Attak Trak boils over]

"You've been awfully quiet today, Evil-Lyn. I thought I'd see what you were up to."
[Skeletor knows Evil-Lyn all too well]



VOKAN mu 94



SAME/AS

The animation of He-Man retrieving the Sky Sled from the back of the Attak Trak and leaping on it was previously used in "Prince Adam No More."

The sequence of He-Man catching the falling Life Bringer and placing it safely on the ground is the same as when he catches the falling tower in "Return of the Gryphon."

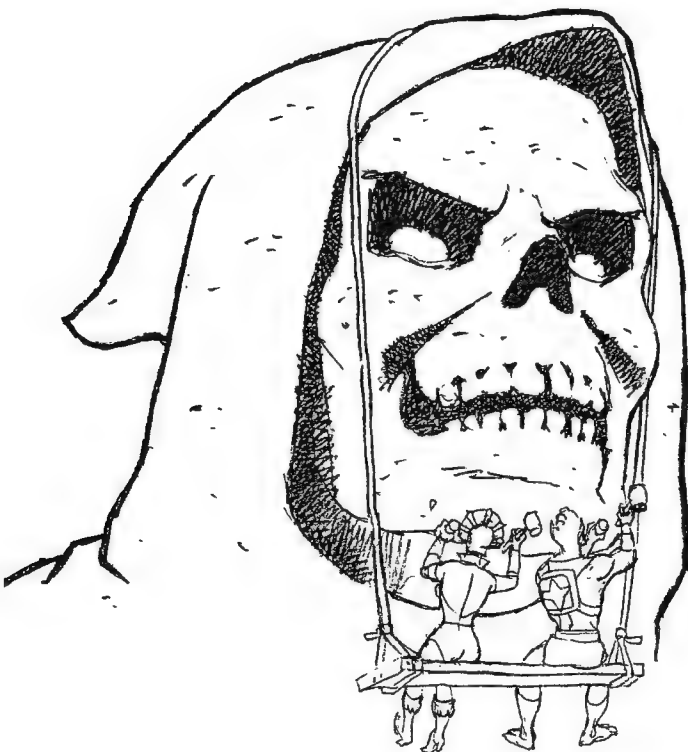


DELETED SCENES

In the original script, just before Prince Adam transforms into He-Man, Orko says, in reference to the Evil Warriors, "All right! Now let's get 'em!"

During the transformation sequence, J. Michael Straczynski indicates in his script that the muffled

phrase "I have the power" should be heard while showing the shot of the stone prison the heroes are trapped in. The director went with the generic stock footage rather than using the writer's idea.



A concept illustration of Evil-Lyn and Webstor carving the face of Skeletor into the side of a mountain.



TRIVIA

- This episode is possibly one of the best appearances of the Attak Trak, with extremely witty dialogue penned by J. Michael Straczynski.

- On the map that Orko discovers there is a large He-Man cross.

- The animation when Vokan fights Kobra Khan is incredibly expressive.

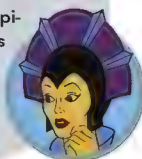
- The symbol on Vokan's chest is called the "Eye of Amagordo," which sounds much like Doctor Strange's "Eye of Agamotto" seen in Marvel comics.

- Vokan was designed by character artists Pat Wong and Gerald Forton.

- Webstor is based on a character called Black Widow from the series bible.

- In a Filmmation delivery schedule memo dated July 26, 1984, "Journey to Stone City" was not listed; in its place was a different episode titled "City of Children."

- Originally, *He-Man's* second season, dated 1984, was to consist of thirty-nine episodes. When the decision was made to produce more, this was one of seven episodes that were held back for the batch of episodes dated 1985 (which explains the lack of quotation marks on the title card).



BONUS UNSHEATHING THE SWORD

OF POWER: Prince Adam's brief loss of the Sword of Power in this episode feels out of place. One moment he, Man-At-Arms, and Orko are taken aback by the appearance of the Evil Warriors. Then, when Evil-Lyn attacks, we suddenly see Prince Adam with the sword unsheathed. Man-At-Arms pulls Prince Adam out of harm's way, causing him to drop the Sword of Power, which is then trapped under a large stone slab. Fortunately this loss is only temporary.

A BIRD IN THE HAND

CAST Battle Cat, Beast Man, Cringer, He-Man, Holly, Melaktha, Orko, Prince Adam, Skeletor, Sorceress, Stanlan, Teela, Trap Jaw

SYNOPSIS Orko attempts to help Stanlan clean the museum but accidentally knocks over a statuette of a wolf. The pair are surprised when they discover a map inside.

Prince Adam, Cringer, Orko, and Stanlan journey to Castle Grayskull in the Wind Raider, unaware they are being followed by Skeletor, Beast Man, and Trap Jaw in the Basher. Beast Man sends his Hollywag into the castle to eavesdrop, and an unwitting Stanlan befriends him. The Sorceress reveals that the Ancients' Book of Spells is found in the Temple of the Wolf, accessed via the Caves of the Wind.

Learning this information from Holly the Hollywag, the Evil Warriors reach the caves before the heroes. A short while later Teela and Melaktha set off for the Caves of the Wind, but they are captured by Skeletor. They manage to escape just as Prince Adam and his friends are attacked by Beast Man's snakes, leading to the appearance of

He-Man and Battle Cat. The heroes are able to fend off the snakes, but Stanlan and Holly are captured by Skeletor. The villain swipes the map from Stanlan's clutches, and Beast Man reveals that Holly was under his control the entire time.

Teela and Melaktha, who is convinced that Stanlan is in league with Skeletor, catch up to He-Man. Meanwhile, Stanlan and Skeletor enter the Temple of the Wolf. Inside the temple a statue of a wolf comes to life and chases Skeletor and Beast Man away. Skeletor manages to hide and watches as Stanlan and Holly retrieve the Ancients' Book of Spells.

Stanlan and the Hollywag prevent Skeletor from obtaining the Book of Spells. He-Man throws a rock through the cavern ceiling, allowing the Hollywag to fly away from Skeletor. The villain disappears, and Melaktha apologizes for thinking that Stanlan could betray them.

MORAL **TEELA.** "In today's adventure we saw what happens when we make up our minds about something before we have the facts. It's called 'jumping to conclusions,' and anyone who does that will usually find that the conclusion is wrong. That's what happened to Melaktha. If he had only—well, hello, Holly. Is there something you want to say?" **HOLLYWAG.** "Yup! Don't jump to conclusions! Don't jump to conclusions!" **TEELA.** "That's good advice. And if anyone asks, just say a little bird told you! See you all soon."

REVIEW So much happens during the course of this episode that, at times, it is hard to keep up. But do not for one second think that this is a convoluted episode. It is rich in action, comedy, and adventure. Throughout the course of the script, it feels like a very traditional episode of *He-Man*. The heroes are all given entertaining dialogue and scenes to interact with one another. Stanlan is nowhere near as strong a character as in previous appearances, and Melaktha, while still written as a grouch, seems to be acting out of character. By far the stars of this episode are the Evil Warriors, who steal every single scene they are in. Their comical dialogue in this episode is some of the best in the series. **7/10**

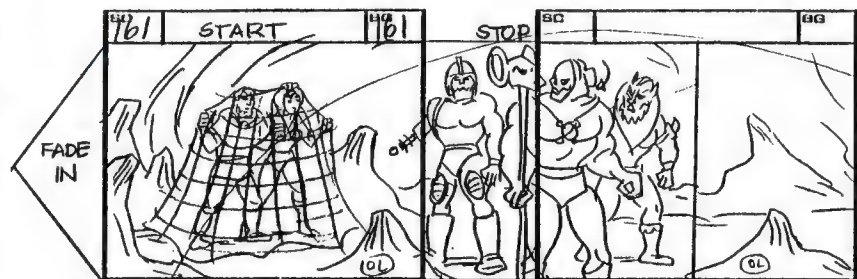
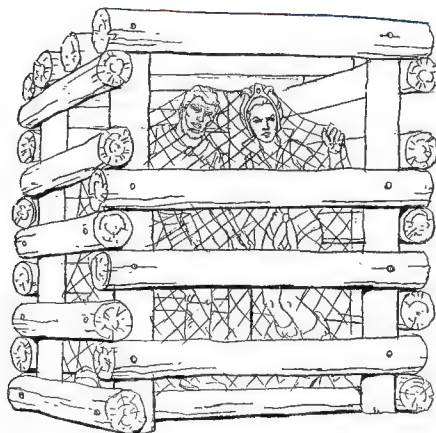
MEMORABLE QUOTES

"There's two things I'm not scared of . . . eating and sleeping."

[Cringer sums up his character]

"Beast Man, you clumsy oaf! Put your seat belt on!" [Skeletor thinks of safety first]

"Skeletor is not the most honest man in Eternia." [He-Man hopes to convince Melaktha of Skeletor's lies]

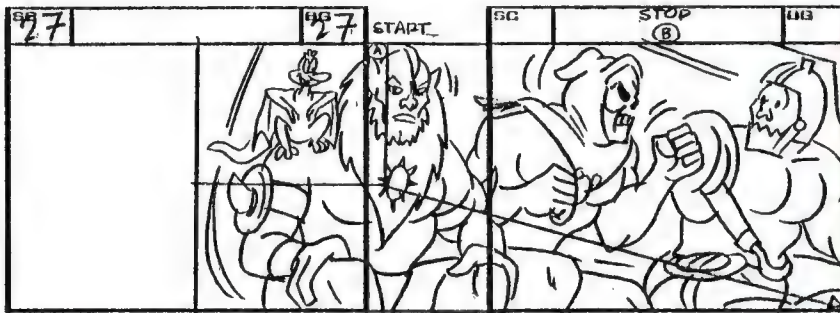
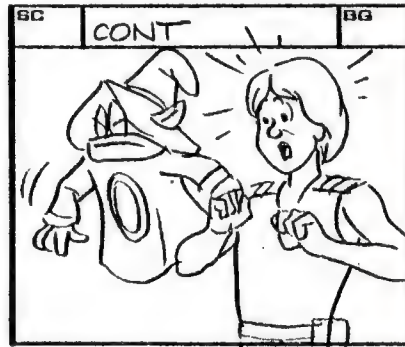


Skeletor, Beastman, and Trapjaw have taken Melaktha and Teela to a corner of the cave, still imprisoned in the net.
SKELETOR
Trapjaw, you keep our guests after the map. If they try anything...
company while Beastman and I go

SAME/AS

The animation of Cringer cowering with a shiver running up his spine previously appeared in "Game Plan."

The sequence of He-Man beginning to spin would later be used in "The Magic Falls."



GOLLY
(Trapjaw's voice)
Yes, master.

Skeletor shakes his fist at Trapjaw.

What?
SKELETOR
Uh, no! No!

DELETED SCENES

In the earliest drafts of the script Holly the Hollywag was called "Golly the Golliwog." This was quickly changed, although in some parts of the episode you can hear a character refer to the bird-like creature as "Golly."

In the script, Stanlan is excited about meeting the Sorceress and states that he has never met her. He makes no mention of the fact that she helped him fight the evil of Shokoti in "House of Shokoti" Part 2.

In a piece of extended dialogue, Teela tells Melaktha to calm down as they prepare to journey to Castle Grayskull.

Stanlan actually states with regard to Holly, "He's so ugly he's cute!"

Orko comically curses, "Pox and bother!" when the wind blows out his torch in the original script.

Instead of snakes, in the original script the heroes are attacked by Wolf Bats controlled by Beast Man.

In the script, as Prince Adam pursues Cringer, he tells Orko to protect Stanlan. Orko then uses fireballs to keep the Wolf Bats at bay.

Act 2 originally opened with Prince Adam finding Cringer backed into a dead end by a pack of Wolf Bats, prompting him to begin the transformation.



TRIVIA

• Richard Trueblood, who directed five episodes total including this one, was the only new director during season 2.

• As in his previous appearances, the character of Melaktha is voiced by Alan Oppenheimer.

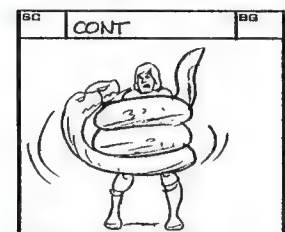
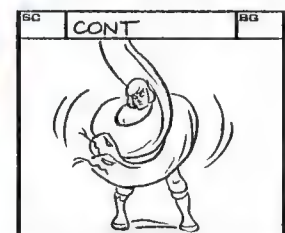
• The phrase *nepo emases* is actually *open sesame* with the letters reversed.

• Holly was designed by character artist Fred Carrillo.

• Fred Carrillo designed all of the new characters, props, and artifacts seen in this episode.



BONUS WIZARD OF WEAPONS: In the Caves of the Wind, we see Trap Jaw sporting a flamethrower attachment, which he uses to start a fire. This is followed by him using a fire extinguisher attachment to put out the fire; because of the powerful recoil, this sends him flying through the air and into the cavern wall. The next time we would see Trap Jaw wearing new arm attachments would be in the *She-Ra* series.



BATTLECAT

CAST Battle Cat, Cringer, Elora, Gedge, He-Man, King Randor, Man-At-Arms, Melaktha, Orko, Prince Adam, Queen Marlena, Ram Man, Sorceress, Teela, Zoar



MEMORABLE QUOTES

"He's not even a real pet, Adam. He's just a cringer." [A young Teela inadvertently names the cowardly cat]

"You will find he will be very important to you in the future. You may call him Cringer, but he is not entirely what he seems to you just now." [The Sorceress educates a young Prince Adam]

"But I don't see what that has to do with me not listening to Man-At-Arms' warning." [Orko's confusion about the point of the flashback is well founded]

"You're certainly not a cringer anymore." [He-Man is surprised by the dramatic transformation from Cringer into Battle Cat]

"You'd really be surprised." [He-Man laughingly answers Man-At-Arms' question as to where Battle Cat suddenly appeared from]

"Without Battle Cat, He-Man would be a lonely fella." [Prince Adam makes sure Cringer knows how much his dual identity and everlasting friendship are valued]

SYNOPSIS Prince Adam, Man-At-Arms, and Teela find Orko in the laboratory working with chemicals that he does not know how to use. Man-At-Arms scolds Orko for his mischief, and Orko apologizes. As they leave, Orko's latest concoction suddenly explodes and takes the form of a snake-like chemical creature. Man-At-Arms uses an extinguisher to dissipate the threat. Instead of admonishing Orko again, he begins to tell him a cautionary tale, beginning with how a young Prince Adam first found Cringer.

Many years ago on a nature expedition, Prince Adam discovered Cringer, hurt and abandoned by his mother, being threatened by a Sabrecat. Prince Adam took the terrified young kitten back to the Royal Palace, where he was nursed back to health. Teela and her friends made fun of the cowardly pet, with Teela calling him a "cringer" and thus giving him his name. The Sorceress appeared to the young Prince Adam and told him that Cringer would be very important to him someday.

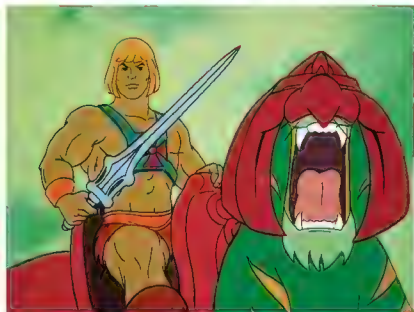
After Prince Adam had gained the powers of He-Man, he had to keep out of Cringer's sight when he made the transformation. That ended during an archaeological expedition to the Tikahn Jungle, where Man-At-Arms and Melaktha discovered a temple. Prince Adam and Teela found a crack in the temple door and opened it partially, awakening the Gedge.

When the Gedge emerged, Cringer witnessed Prince Adam's transformation into He-Man. When He-Man inadvertently pointed the sword toward Cringer, the cowardly cat was transformed into Battle Cat. Working together, they caught the attention of the Gedge and led the creature back inside the temple, which Man-At-Arms sealed with explosives.

Man-At-Arms finishes his tale as Prince Adam and Cringer hug, displaying their love for one another.

MORAL MAN-AT-ARMS. "In today's adventure, Orko was warned not to play with certain bottles. Well, Orko didn't listen, and he nearly caused a lot of trouble. There may be containers like this one in your home. This symbol is a warning of poison." **ORKO.** "Say, that looks like Skeletor." **MAN-AT-ARMS.** "And just like Skeletor it's bad news. It could make you very sick. So, if you see this picture on a bottle or box, it means, 'I'm dangerous. Don't touch me!'" **ORKO.** "Be a safe person, not a sorry one!"

REVIEW Although this story is supposed to be about how Battle Cat came to be, it is much more a story about how Cringer came to be. The few precious scenes of Prince Adam and Cringer in their youth are enough to make this episode stand out from the rest. We see just how much they care for one another and that their friendship is probably one of the most enduring of the series. We have seen these two characters interact as companions throughout the show, but this is the first episode to truly reveal not only their deep respect for one another, but also their love. In most episodes Cringer is written to make us laugh, but on this occasion he is written to make us love him. 8/10



SAME/AS

The scene of He-Man and Battle Cat leaping off the hillside was previously used in "Wizard of Stone Mountain."

The design of the boy that taunts Cringer is based on Prince Jeremy from "The Royal Cousin." In fact, the first time we see the character walking, he is colored the same as Prince Jeremy.



Once freed from his temple, the menacing Gedor Gedor stomps across the Tikahn Jungle.

DELETED SCENES

In a deleted scene, Melaktha and Elora discover the temple, which leads them to present themselves before King Randor and Queen Marlena.

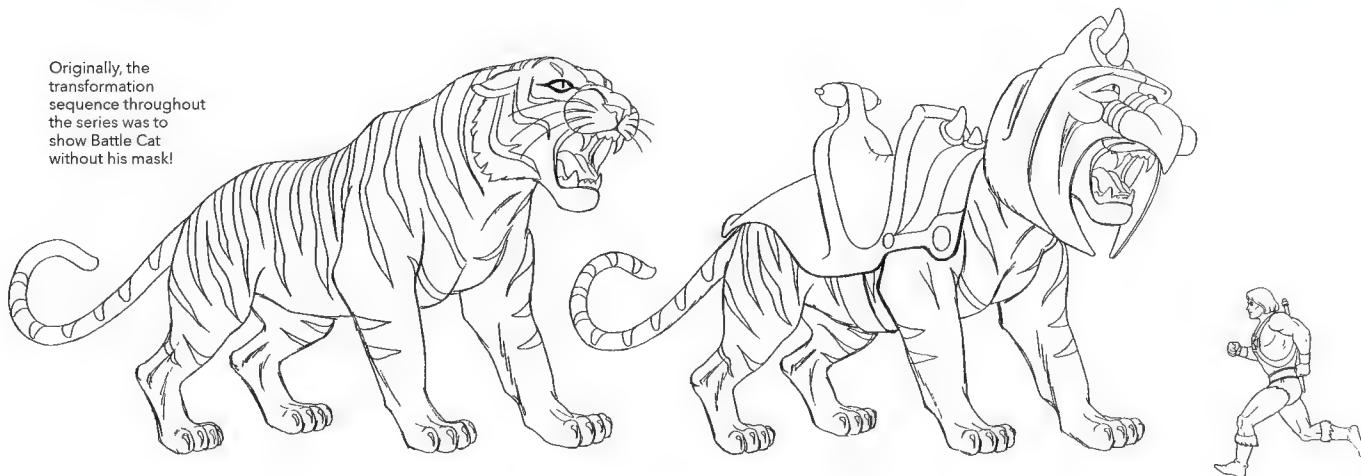
A young Prince Adam attempts to watch Teela train in another removed scene, but he is unable to leave Cringer, as the cowardly cat pines for his company.

Another deleted scene had Cringer helping Prince Adam pack and trying to hide himself in the backpack.

In the script, Melaktha and Man-At-Arms discuss the mysterious temple just before the explosion that releases the Gedor.

The end of the episode was completely different originally. After Teela rebukes both Prince Adam and Cringer for leaving during the Gedor's attack, Man-At-Arms talks to his daughter about the Gedor, revealing that the ancient magic that kept it imprisoned was disturbed by their archaeological dig, enabling the creature to escape. After Man-At-Arms and Teela leave the tent, Prince Adam talks to Cringer. The giant cat hopes that he will never have to become Battle Cat again, but both he and Prince Adam acknowledge the fact that he probably will, again and again. This ending is odd because the episode would have ended while still in the flashback.

Originally, the transformation sequence throughout the series was to show Battle Cat without his mask!



TRIVIA

- This is the first time we have seen young Prince Adam and Cringer since "Creatures From The Tar Swamp." In this episode it appears that Cringer did not speak much during his youth, and yet in "Creatures From The Tar Swamp" the young tiger appears to be very well spoken.

- The lady that accompanies Melaktha's archaeological team is Elora, though she is never named.

- Filmmaking had originally planned to show Battle Cat's face during the transformation sequence, but this was altered before the sequence was animated.

- Originally the transformation sequence had Battle Cat utter the phrase, "Ahh! And I have the power, too!" If you look carefully during the transformation sequence, you can see him mouthing the phrase.

- This episode detailing Cringer's transformation into Battle Cat is vastly different from the story featured in the series bible. In the series bible, shortly after Prince Adam has become He-Man for the first time, his sword fires a bolt of power into the skies. The power ricochets off the Ice Mountains and strikes Cringer, who at the time is running through the forest with Teela. Cringer, away from Teela's eyes, becomes Battle Cat and races to He-Man's side.

- D. C. Fontana, the writer of this episode, is best known for her scripts for the original *Star Trek* series, which she penned under several pseudonyms.

- Originally, *He-Man's* second season, dated 1984, was to consist of thirty-nine episodes. When the decision was made to produce more, this was one of seven episodes that were held back for the batch of episodes dated 1985 (which explains the lack of quotation marks on the title card).

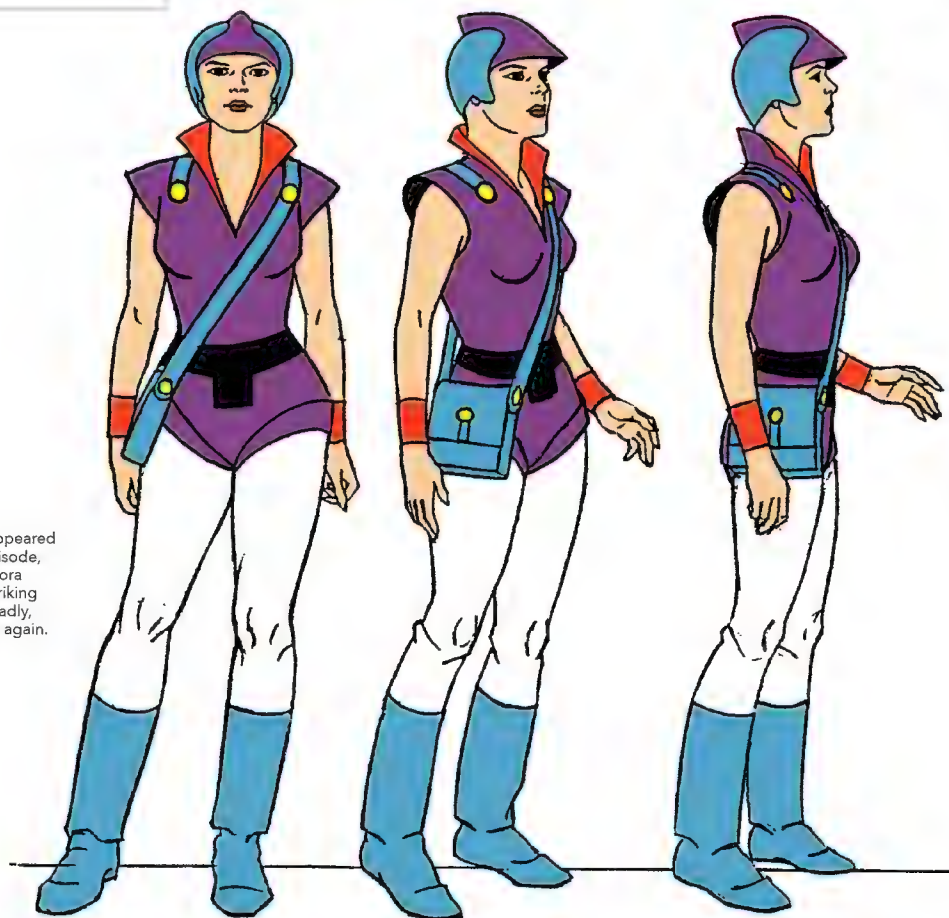




ADAM
By the power of Grayskull!

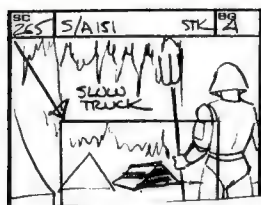
Above: Cringer witnesses for the first time Prince Adam transforming into He-Man in a storyboard panel by Hal Sutherland.

YOUNG ADAM:
WITH ANIMAL CALLER.



Although she appeared briefly in the episode, the unnamed Elora was a visually striking character that, sadly, never appeared again.

ELORA



TEELA
Where have you two been? We needed
you when that -- that -- thing broke loose.

ADAM
Well...I wanted to be there...
TEELA (sniffs in disgust)
...I'll bet you did!



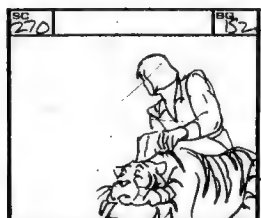
MAN AT ARMS
At any rate, the creature...it's
called a Gedge, by the way...is
locked up again where it can't do
any harm. I've found out a few of
the facts, puzzled out some more
of these writings.



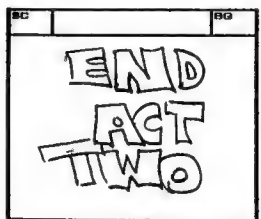
MA
STANDS



And I'm due out there now to see
how the week is coming along.



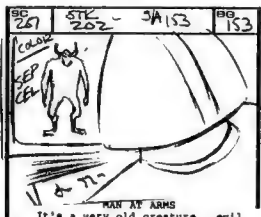
ADAM
I think I've seen enough of that
place.



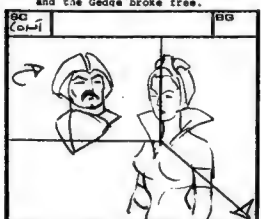
END
ACT
TWO



A lot of help you are.



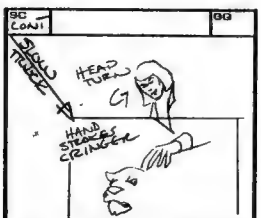
MAN AT ARMS
It's a very old creature...evil
and destructive. Ancient wise
men found a way to imprison it
in that building...old and very
powerful magic. Somehow, between
all of us, we weakened the magic
and the Gedge broke free.



MAN AT ARMS
I'm not taking any chances. We're
reinforcing the slab and berriocading
it even more.



TEELA
I'll come with you.

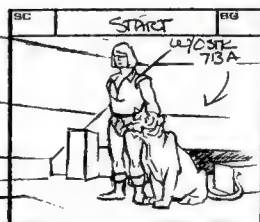


ADAM
Well, it was quite an adventure.
Cringer. The power of the sword
certainly changed you.

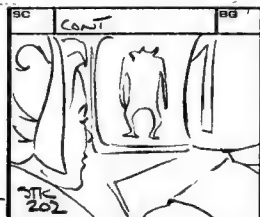
CRINGER
I certainly hope I won't ever
have to be that dreadful Battlecat
again.
(forlornly)
But I have an awful feeling I will...



FAST
PANS



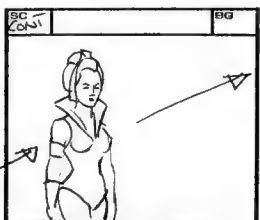
And as for you,
Cringer -- well, you two are really
one of a kind!



TEELA
It can't get out again, can it?

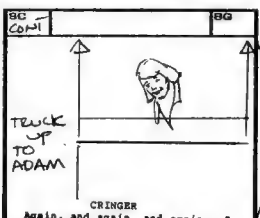


And there will be
warning signs posted in all the
languages of Eternia to tell anyone
who comes close that there's danger
here.



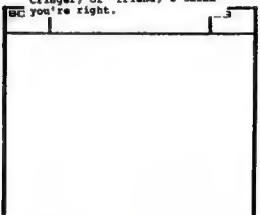
TEELA WALKS UP THRU SLAB
(DIAL AS SHE EXITS)

Want to come, Adam?



CRINGER
Again, and again, and again...I
just know it.

ADAM:
Cringer, ol' friend, I think
you're right.



THE TIME WHEEL

CAST He-Man, King Randor, King Tamusk, Orko, Prince Adam, Queen Marlena, Teela



MEMORABLE QUOTES

"In your day, battle may have been the test of a king. But now it is wisdom, compassion, and reason that rule Eternia." [King Randor educates King Tamusk]

"Well, uh, I guess I kinda had something to do with it." [Orko reluctantly confesses to King Randor his role in bringing King Tamusk to their time]

"You saved my life, He-Man. By my code of honor, I am now your slave." [King Tamusk admits defeat to He-Man]

"And you are remembered with honor." [He-Man's explanation pleases King Tamusk]

"What a warrior you would have made in my time!" [King Tamusk praises He-Man's abilities]

"I only fight when I must, and each time I hope it is the last time." [He-Man sums up his beliefs]

SYNOPSIS Journeying through the Sands of Time on the Road Ripper, Prince Adam and Orko are caught in a sandstorm. Seeking shelter from the fierce winds, Prince Adam transforms into He-Man and, striking a large rock structure, is amazed to discover a tunnel. He and Orko enter it and find a laboratory built by the ancient Sylcon civilization. Orko falls through a revolving door while He-Man battles booby traps.

Orko discovers a crank and uses his magic to turn it, not realizing that this causes a much larger wheel to rotate and radiate light. A warrior emerges from the light, demanding to know where he is. Orko informs him that he is in a Sylcon laboratory, at which point the man proclaims his hatred for the Sylcons. The man claims to be Tamusk, ruler of Eternia. Orko responds that King Randor rules Eternia.

He-Man finds Orko and realizes that the wheel he activated was a time machine and

that Tamusk is indeed who he claims to be. Planning to do battle with King Randor, Tamusk traps He-Man and Orko inside the temple and heads to the Royal Palace. He-Man and Orko battle their way through the various obstacles that Tamusk leaves behind him.

Arriving at the Royal Palace, Tamusk is confused by how much has changed. He confronts King Randor, who refuses to fight. He-Man, Teela, and the palace guards arrive but only succeed in scaring Tamusk away.

Back in the Sylcon laboratory, Tamusk attacks He-Man and Orko with stone statues he brings to life. When one of them turns on Tamusk, He-Man rescues him, and finally Tamusk begins to listen. Before he departs, Tamusk praises He-Man's strength, but He-Man states that he only fights when he must.

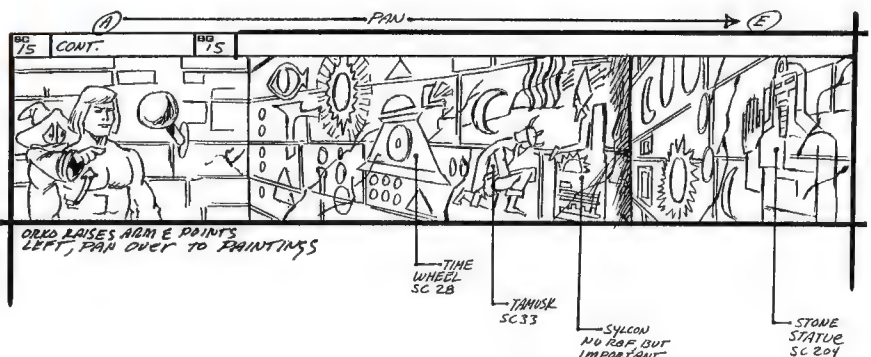
He-Man activates the Time Wheel, and Tamusk returns to the past, where, according to the history books, he changed his ways.

MORAL HE-MAN. "I hoped you enjoyed today's adventure story. Wouldn't it be wonderful if we did have a real Time Wheel? We could turn it back to the Stone Age and meet some real cave people. Or into the future where we could see some of the wondrous things yet to come. Well, we don't have a magic Time Wheel—not yet, anyway. But we do have some things just about as good. They're called books. Reading books can be your Time Wheel to just about any time or place you choose. Why don't you give them a try? You'll be glad you did."



Right: A beautifully detailed storyboard shows the illustrations carved into the wall.

REVIEW The beginning of this episode is rather uninspiring. However, as soon as King Tamusk arrives, the script changes dramatically, and we end up with an episode that truly shines. The character of King Tamusk easily has one of the most conflicted personalities of the series. He is a king from a savage time, transported to a world that is almost alien to him. Throughout the script he is given a multitude of emotions to convey his confusion, all of which are beautifully acted by Alan Oppenheimer. The best scene occurs as He-Man and King Tamusk prepare to part company; out of nowhere He-Man is given an outstanding piece of dialogue that we will forever associate with the most powerful man in the universe. **7/10**



SAME/AS

The animation for the first half of the sequence which shows He-Man punching the wall is based on the punch animated by Tom Sito used in "The Heart of A Giant."

When the Royal Guard attack Tamusk as he tries to flee the Royal Palace, we can see that the footage of them flying overhead is from "Diamond Ray of

Disappearance," as the warriors have no green leggings.

King Tamusk previously appeared in "The Shadow of Skeletor" as the character King Barbo, though the character design is most often associated with King Tamusk.



DELETED SCENES

In the script, when He-Man and Orko are pursuing King Tamusk across the desert in the Road Ripper, a large sand dune blocks their path. He-Man draws a breath and blows a hole right down the middle with a little assistance from Orko.

When King Tamusk is nearing the Royal Palace, in the script he notices the Cliffs of Kanto; this apparently indicates that he is close, though we have never heard of them until this episode.

TRIVIA

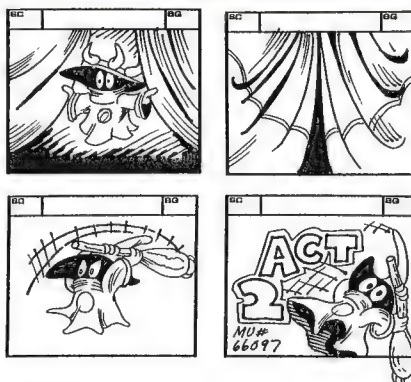
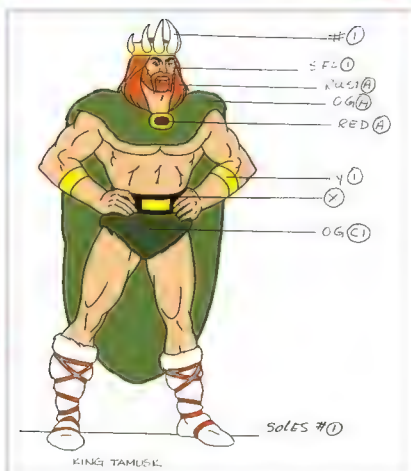
• King Tamusk was designed by character artist Charles Zembillas.

• Mount Eternia is mentioned by King Tamusk but never actually seen. Outside of the episodes written by Rowby Goren, this is the only reference to the mountain.

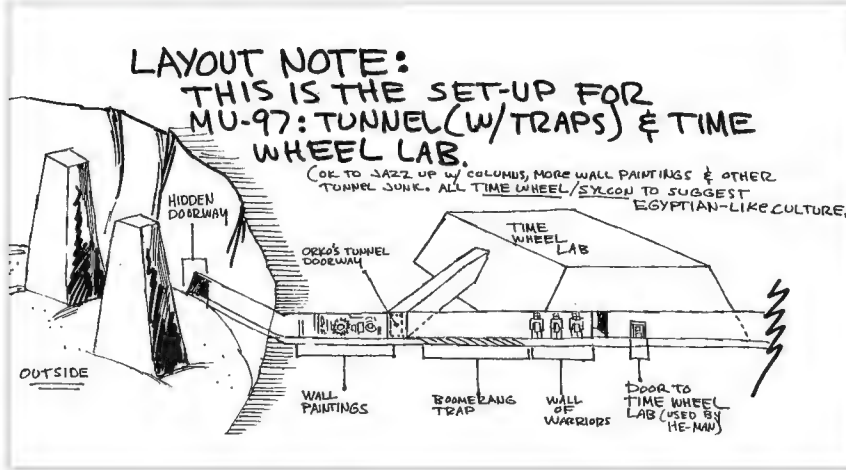
• As He-Man and Orko flee the crumbling Sylcon temple, the *She-Ra* instrumental theme is prominently heard.

• Charles Zembillas designed each costume that King Randor wears at the end of the episode.

• Originally, *He-Man's* second season, dated 1984, was to consist of thirty-nine episodes. When the decision was made to produce more, this was one of seven episodes that were held back for the batch of episodes dated 1985 (which explains the lack of quotation marks on the title card).



Left: Featured within the storyboard is a detailed map of the Sylcon temple!



SEARCH FOR THE PAST

CAST Battle Cat, Cringer, Drude, Enchantress, He-Man, King Miro, King Randor, Lurker, Man-At-Arms, Orko, Prince Adam, Queen Marlena



MEMORABLE QUOTES

"Your magic touch worked about as well as the rest of your magic."

[Man-At-Arms is less than impressed with Orko's fruit-picking abilities]

"By the Ancients! He fights like an entire army!" [He-Man impresses King Miro]

"I will not be cruel, but I will teach her good manners." [An oversized Drude carries the Enchantress away]



SYNOPSIS Man-At-Arms and Orko are wandering around a market when a peddler of artifacts and trinkets comes to their attention. Man-At-Arms is stunned to find a bracelet bearing the crest of King Miro, King Randor's long-missing father. Man-At-Arms explains to King Randor that the peddler said it was found in the Swamps of Enchantment.

As King Randor and Man-At-Arms venture out into the unknown, Queen Marlena expresses her concern over their disappearance to Prince Adam, showing him the bracelet bearing King Miro's crest. Having heard Man-At-Arms' conversation with the peddler, Orko informs them that the Swamps of Enchantment are their destination.

In the Swamps of Enchantment, King Randor and Man-At-Arms muse over the tale of the prisoner of Lost Mountain, suspecting that it may be King Miro who is imprisoned. Unbeknownst to them, the Enchantress, the longtime enemy of King Miro, is spying on

them. She uses her magic to capture King Randor, transporting him to Castle Fear, her base of operations.

He-Man, Battle Cat, and Man-At-Arms find Lost Mountain, a floating mountain. He-Man uses a tree to catapult onto the mountain, where he finds King Miro. As they prepare to leave, the Lurker attacks them, intent on keeping them prisoner, but He-Man overpowers the creature and frees King Miro.

The heroes, alongside King Miro, head to Castle Fear to rescue King Randor. The Enchantress transforms her henchman Drude into a giant, but King Miro convinces Drude that he does not want to be the Enchantress's slave. Drude carries the Enchantress away while King Randor and Prince Adam are reunited with King Miro.

Returning to the Royal Palace, King Miro decides to leave so that he can rekindle his relationship with the people of Eternia.

MORAL ORKO. "Well, you know what I liked best in today's story? Well, there were three things: The first was when the evil Enchantress found out you can't do bad things without being punished for them. The second thing was when King Randor found his father. But what I liked best of all was Adam and his grandfather getting together. You know, grandfathers and grandmothers are very special people, and they give their grandchildren a very special kind of love. So if you're lucky enough to have a grandmother or a grandfather, or maybe even both—well, you're really specially lucky!"

REVIEW We are given numerous new locations and extremely important characters in this story, and yet much of the episode feels as if it goes through the usual motions. The problem with this episode is that we do not get to see enough of King Miro and his relationship with King Randor and Prince Adam. It is understandable that by creating a story in which King Miro has to be rescued, the focus will be on action, but the second act of the episode seems to miss opportunities that were presented to us in the first act. The most touching scene is when King Miro and Man-At-Arms see each other for the first time in years; there is a moment where we sense that much time has unfairly passed by for King Miro. **6/10**

Right: The Lurker in all its savage glory, as designed by Charles Zembillas.



SAME/AS

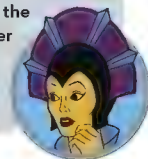
The backgrounds throughout Castle Fear are the same as those used for Spydra's castle in "The Return of Orko's Uncle."

The design of the Sludge Monsters would later be used for the one-shot villain Ore Captain Sludgeman in the *She-Ra* episode "Day Of The Flowers."



TRIVIA

- In the storyboards it is indicated that King Miro looks very rough and ragged when he is found.
- The Enchantress is voiced by Linda Gary.
- Lou Scheimer voices both King Randor and his father King Miro.
- King Miro would later reappear in the *She-Ra* episode "King Miro's Journey."
- The Enchantress, Drude, and the Lurker were designed by character artist Charles Zembillas.



DELETED SCENES

One of the earliest drafts of the script featured the Bibbets. They never appeared in the episode (or the *He-Man* series) but would later appear in the final two episodes of *She-Ra*, "The Bibbet Story" and "Swiftly's Baby."

A deleted scene at the beginning of the episode had Man-At-Arms rebuking Orko for not being able to manage his money, as Orko has no allowance remaining.



Left: King Miro stands at the edge of Lost Mountain, pondering how to reach Eternia.



HUNT FOR HE MAN

CAST Cringer, Drak, Grandfather, He-Man, Prince Adam, Skeletor, Trap Jaw, Whiplash



MEMORABLE QUOTES

"I could write a book about what you don't know!" [Skeletor makes a cutting remark to Trap Jaw]

"We could dance..." [Whiplash makes a suggestion after he and Trap Jaw are left stranded]

"Skeletor lied to us. He isn't fighting for a better way of life..." [Drak realizes the awful truth about Skeletor]



SYNOPSIS Prince Adam and Cringer are relaxing in the Wind Raider, which flies through the skies of Eternia by autopilot. Skeletor sees the Wind Raider and immediately desires to capture it, failing to notice that anyone is aboard. Whiplash activates a ray which strikes out at the Wind Raider, causing it to crash into a large swamp. Cringer finds his tail caught in the sinking Wind Raider, forcing Prince Adam to transform into He-Man.

Having saved his friend, He-Man notices himself becoming weaker. When he stumbles into a tree trap, he finds that he has no strength whatsoever. A young boy named Drak and his grandfather find He-Man and Cringer and release them. The grandfather reveals that He-Man has swallowed the poisonous swamp water, resulting in his loss of strength. The grandfather decides to take He-Man to his village, where he has the medicine to cure him, but Drak thinks they should offer He-Man to Skeletor in exchange for riches.

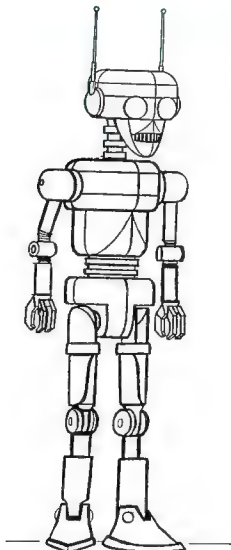
In another part of the swamp, Skeletor discovers that He-Man is weakened and sends Trap Jaw, Whiplash, and two Hunter Robots to capture him. Cringer, who is now pulling He-Man along in a floating bed, is chased by the Hunter Robots across an old stone bridge that collapses.

When Drak and his grandfather discover that their home has been burned down, Drak realizes the true nature of Skeletor's evil: the villain has taken all the villagers as prisoners to work in his mines. Drak captures one of Skeletor's Hunter Robots, and its homing signal leads Skeletor directly to him.

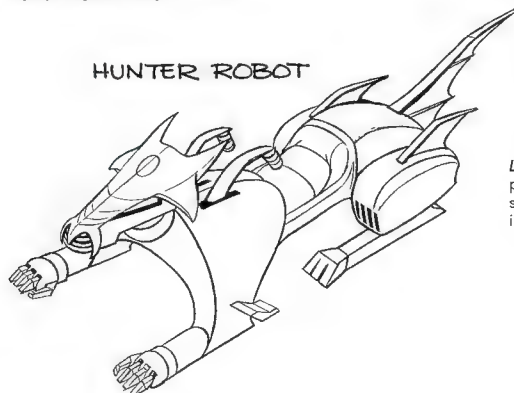
While He-Man absorbs the powers of the Healing Tree, Drak distracts Skeletor by pretending to offer him He-Man, but Skeletor soon discovers the body is Cringer hiding under sheets. He-Man, now revived, overpowers the Evil Warriors and saves his friends and the villagers, and Drak realizes his error in judgment.

MORAL **DRAK.** "I shudder to think that I almost betrayed you, He-Man, in favor of Skeletor." **HE-MAN.** "Well, but you made the right decision... That's what counts." **DRAK.** "The thought of all those riches was awfully tempting. On second thought, I'd rather have your friendship, He-Man... Cringer... In fact, knowing you has made me the richest boy in the world." **CRINGER.** "And we're much richer for knowing you. Until later..."

REVIEW This episode, one of the most original of the second season (and quite possibly the entire series), has a uniquely depressing atmosphere. From the murky swamps to the grim, cloudy skies, we see a world that is very different from the Eternia we know and love. When our hero is struck down, his role is not filled with other characters; instead we are presented with situations not seen in any other episode. Drak's argument with his grandfather about the power that evil can bring is well scripted, with both characters given the chance to shine. The weakness of He-Man only makes those around him stronger, resulting in a highly original story. **7/10**



HUNTER ROBOT



Left: The Hunter Robots played a pivotal role in the story but only ever appeared in this episode.

SAME/AS

The animation of Prince Adam unsheathing the Sword of Power in the water would also appear in "Revenge is Never Sweet."

The animation of Cringer leaping over the camera as he is pursued by the Hunter Robots was previously used in "One for All."

He-Man's run and dive animation was previously used in "The Defection," "Search for the VHO," and "Jacob and the Widgets."



DELETED SCENES

The original script dictates that the full transformation should take place, including the stock footage.

In the original script the Evil Warriors use the Doom Buster to navigate the Misty Swamps instead of the Collector.

An amusing removed scene had Trap Jaw leaning out of the ship's door and getting hit in the face by a tree as the villains fly close to the ground while tracking He-Man.



TRIVIA

- The title card for this episode omits the hyphen in He-Man's name.
- The deadly and efficient Robot Hunters are only ever seen in this episode.
- This is the only episode where Skeletor is seen, in a brief scene, wearing a ring.
- In the script Drak is described as being eleven years old.
- The character of Drak is voiced by Erika Scheimer.



Left: The swamp bore more than a passing resemblance to the twisted forest formations of the Tar Swamp.



THE GREATEST SHOW ON ETERNIA

CAST Battle Cat, Beast Man, Crackers, Cringer, Evil-Lyn, He-Man, Man-At-Arms, Myrtle, Orko, Prince Adam, Skeletor

SYNOPSIS An excited Orko amuses all at the Royal Palace as he impatiently looks forward to the arrival of the circus. The circus rocket train appears in the skies over the palace but begins to stall, heading on a collision course with Mount Eternia. Prince Adam and Cringer transform into He-Man and Battle Cat, leap aboard the rocket train, start the thrusters, and redirect it away from Mount Eternia.

up all the circus tents himself in moments. Orko asks to be part of the circus. Crackers assents, but Orko soon realizes that it takes a lot of hard work to be a part of the circus.

Meanwhile, an angered Skeletor kidnaps Crackers the Clown and sends him to Echo Valley. In the meantime Skeletor has taken over and refuses to let anyone but himself enjoy the circus. He-Man and Battle Cat manage to save Crackers from Echo Valley and hurriedly make their way back to the Royal Palace.

He-Man returns and, in a confrontation with Skeletor, finds himself on the flying trapeze. Skeletor attempts to fight He-Man on the trapeze but only succeeds in embarrassing himself. As Skeletor flees, he inadvertently runs into an area of the tent that houses firecrackers and sets them off. The gathered crowd watch in amazement as Skeletor is launched into the air atop a large firecracker.

Skeletor is outraged that the circus has denied his request for them to perform at Snake Mountain and sends Beast Man and Evil-Lyn to prevent it from opening. Orko and Prince Adam meet Crackers the Clown, owner of the circus.

A short while later, as Myrtle the Myrtpant begins putting up the circus tents, Beast Man uses his power to control her and makes her shake the ropes in order to bring the tent down. He-Man appears and quickly puts an end to their mischief, putting

MORAL **ORKO.** "I thought this would be a lot easier. Ooops!" **ADAM.** "Well, it looks like you need some more practice, Orko." **ORKO.** "I thought being a juggler in the circus would be easy." **ADAM.** "If you really want to be a juggler—or anything else in life—you have to be willing to work at it. So when you find something that you really want to do, then do yourself a favor. Work at it, really work at it. Spend enough time learning the necessary skills . . . And I promise you, you'll be surprised at how good you can really be! See you next time." **ORKO.** "Bye."

REVIEW This most infamous episode of the series is not at fault because it brings a circus to Eternia. The fault lies in the fact that Skeletor, the Lord of Destruction, seeks vengeance upon the circus because they turned down his request to perform. More often than not, Skeletor was written as a comedic villain, but for him to want the circus to perform at Snake Mountain is a joke. The other problem is that the usual cast of characters take a back seat to the awful circus characters that clutter the script, namely Crackers and Myrtle. Rowby Goren is by no means a bad writer; this is just a bad idea for an episode. 1/10

MEMORABLE QUOTES

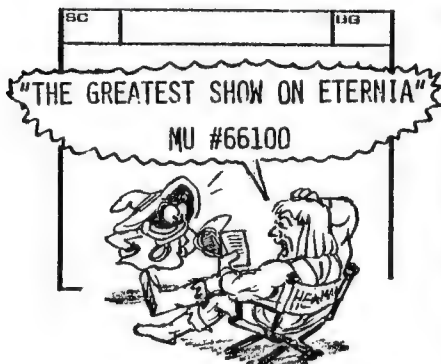
"But we saved the day yesterday, and the day before that. Every day we save the day. Gee whiz!" [Cringer's statement implies much happens on Eternia]

"That's why they call him He-Man!" [Orko responds oddly after He-Man erects the circus tents]

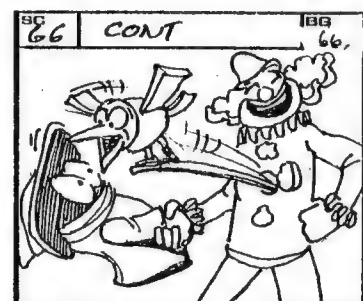
"I better not go that way. The crowd will be pretty angry with me." [Skeletor sounds less and less like the evil Lord of Destruction]



Below: Tom Sito's storyboard lovingly pokes fun at the absurdity of the episode by showing He-Man reading the script in shock!



THEY SHAKE HANDS
ORKO
(as he shakes his hand)
I'm Orko.

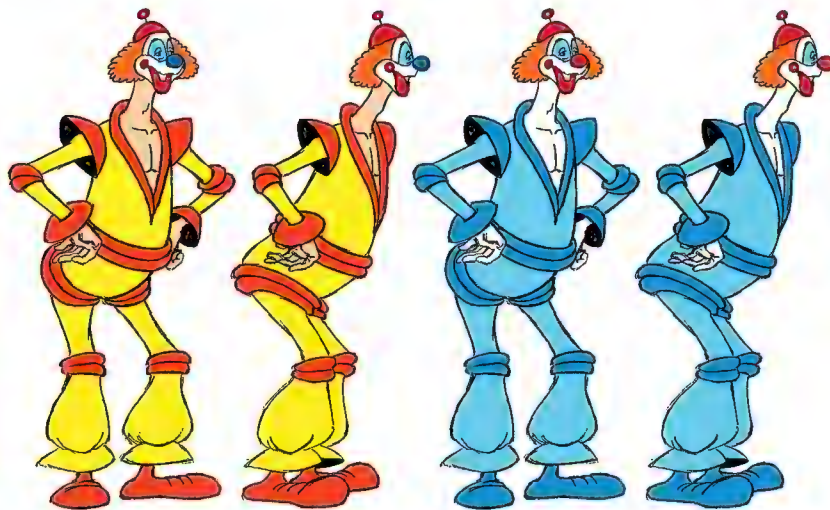


A BUTTON OPENS UP ON CRACKERS COAT AND A CUCKOO BD. COMES OUT
CUCKOO BIRD
Ork-oi Ork-oi

SAME/AS

The shadow of Prince Adam unsheathing the Sword of Power and calling upon the power of Grayskull was originally used in "The Dragon Invasion."

He-Man's bow to the crowds below was originally used in "The Defection" and would later appear in "Time Doesn't Fly."



DELETED SCENES

In a piece of removed dialogue, when people are told that the circus has been canceled, one woman states that she and her family have traveled all the way from the Forgotten Forest. When Orko asks where the forest is, the woman replies that she has forgotten.

Originally, Goren had written the final scene so that Skeletor was fired out of a cannon. Storyboard artist Bob Forward joked that he was not amused.

Goren included a joke in the script that was not essential for the production of the episode. After the scene in which Skeletor crashes through the poster during the big fireworks display, the scene direction unnecessarily states that "forty-three minutes later the performance begins."

At the very end of the episode, King Randor, Queen Marlena, and Teela were supposed to be sitting with Prince Adam and Man-At-Arms in their royal box, which explains why we hear Teela's laughter.

TRIVIA

• The title card of this episode features an accompanying musical score exclusive to this episode.

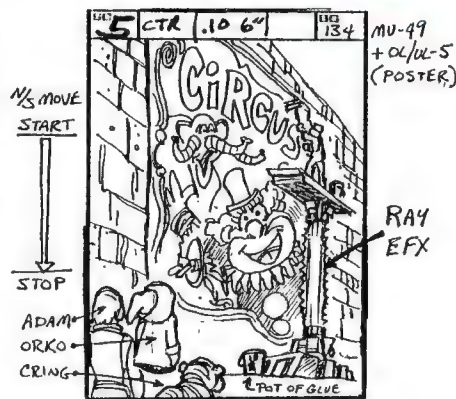
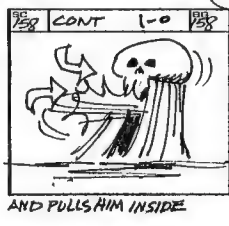
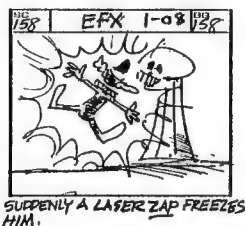
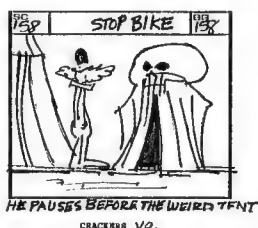
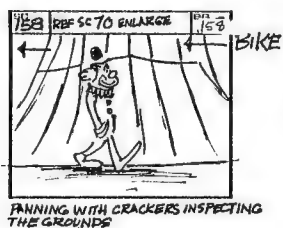
• Crackers was originally going to sport a blue-colored costume, which he can still be seen wearing on the poster at the beginning of the episode.

• Rowby Goren, once again, is the only writer to actually use Mount Eternia in a script.

• The Echo Valley in this episode is not the same as the Valley of Echoes that would appear in "The Toy Maker."

• The Great Orlando's partner is called Collette in the script.

• This episode was storyboarded by Tom Sito, who would go on to direct episodes of *She-Ra*.



NOT SO BLIND

CAST He-Man, Loos, Man-At-Arms, Prince Adam, Ram Man, Storyteller

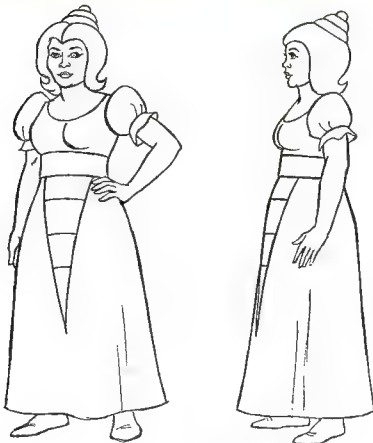


MEMORABLE QUOTES

"How come He-Man doesn't just go to Snake Mountain and smash Skeletor into little bones?" [A little boy asks Prince Adam a valid question]

"Gee, Ram Man, where's your neck?" [Loos asks Ram Man a valid question]

"Some people treat me differently because they think I'm stupid, but I'm not. I'm not stupid... No. But I am kind of slow." [Ram Man's speech reveals an unseen side to his personality]



LOOS' MOTHER

SYNOPSIS In the marketplace, Prince Adam sees his friend the Storyteller entertaining children with a tale about He-Man's mighty feats. The Storyteller introduces Prince Adam to the children, claiming him to be He-Man's best friend. The children pose some difficult questions about He-Man's existence and Skeletor's evil deeds. When the children are called away, Prince Adam meets Loos, a boy who is blind. Loos reveals that he has always wanted to meet He-Man, so Prince Adam offers to introduce him.

A short while later, in the hangar of the Royal Palace, Loos meets Ram Man, who takes great delight in hearing from Loos that he is often talked about. He-Man introduces himself to the excited Loos and proceeds to tell him that they are going to journey to find the Singing Crystals—and that Loos will be the only boy in Eternia to have touched them.

He-Man, Ram Man, and Loos make their way to the Crystal Caves and soon find the

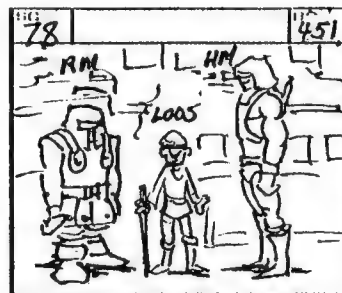
Singing Crystals. Loos, touching the beautiful stalagmites, delights in their music. Suddenly, one of the stalactites strikes the floor, creating a flash which blinds He-Man and Ram Man.

Loos begins to lead the heroes back to the Attak Trak, but the rope bridge they are traversing breaks, leaving them hanging from the bridge against the ravine. He-Man climbs to the top and then pulls the others up. They walk back to the tunnel, where Loos explains what it is like to be treated differently. Ram Man empathizes with Loos, claiming that people think he is stupid. He-Man manages to punch through a large pile of fallen rocks, and they return to the Attak Trak.

Back at the palace, Man-At-Arms examines He-Man's eyes and tells him that they will heal. He-Man surprises the other children when he thanks Loos publicly for helping him and Ram Man and presents him with a Singing Crystal.

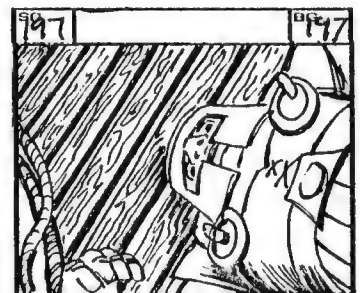
MORAL **PRINCE ADAM.** "So, children... what did you learn from the story?" **LITTLE BOY #1.** "Even though Loos is blind, he's just like the rest of us." **LITTLE BOY #2.** "Yeah, and because he learned to use his other senses he helped He-Man." **STORYTELLER.** "That's right. Just because a person is blind, or handicapped, well, it doesn't mean that they're helpless." **LITTLE GIRL.** "Yeah. They have feelings and want to do stuff like we do, too." **PRINCE ADAM.** "And who knows? You might learn as much from them as they do from you."

REVIEW With this story, Robert Lamb creates one of the most touching episodes of the series. What this script does beautifully is treat Loos with a great deal of respect. Not for one moment is this character played for sympathy. When He-Man reveals that he has lost his sight, the moment sends shivers up our spine. The fact that the landscape around them becomes their enemy once they have lost their sight is the true genius of this episode. The most surprising character in the episode is Ram Man; his speech about the way people perceive him is beautifully endearing. This is a truly unique episode in which we both learn and understand. 9/10



ON RM, LOOS, AND HM.

HE MAN
Now who do we have here?



DOWN SHOT ON UPSIDE DOWN RM.

RAM MAN
He Man! I'm upside down!

SAME/AS

Numerous backgrounds from the collapsing-bridge scene in "Fraidy Cat" are used during a similar scene in this episode.

The animation of He-Man pulling up the rope bridge was previously used in "Dawn of Dragoon."

In Robert Lamb's first draft of the script, it was Lizard Man, not Ram Man, who was the supporting cast member.



DELETED SCENES

In the original script, as Prince Adam leaves the marketplace, the Silk Merchant hurriedly lowers his asking price.

The Storyteller would later appear in the episode "Beauty and the Beast," where he would be given the name Demosthius.

In a removed scene, Loos takes Prince Adam back to his house, impressing him with his heightened senses. Prince Adam has to then convince Loos's mother that the young boy will be safe. The scene ends with the mother thanking Prince Adam.

When He-Man first appears to Loos, the boy comments on his physique. In the script Ram Man chimes in that once He-Man lifted Castle Grayskull all by himself, referring to "The Taking of Grayskull."

Throughout the script Loos counts his steps so that he can track back if needed, but this was left out of the final episode.

In a removed exchange, Ram Man panics upon becoming blind, stating that even when he can see he still bumps into walls and trips over things, and that he'll probably break his neck. Loos calmly reminds Ram Man that he has to have a neck before he can break it, lightening the mood.

Loos's mother was designed by Lew Ott but never used in the episode. The character was later redesigned and used as the character Serena in the She-Ra episode "Book Burning."

TRIVIA

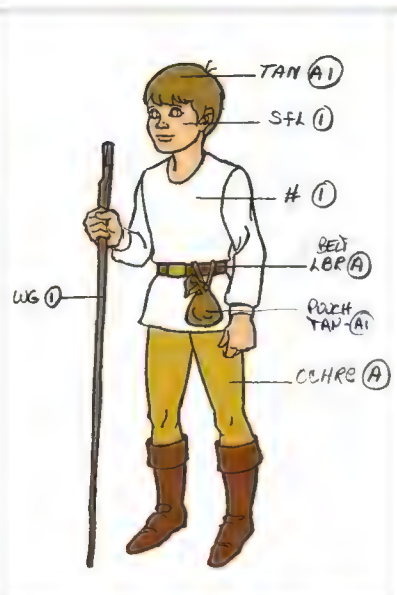
• The questions that the children ask regarding the capture of Skeletor were written by Robert Lamb in an attempt to answer some of the questions asked by the fans of the series.

• In this episode the transformation is cut directly after Prince Adam has transformed into He-Man with the image of Castle Grayskull behind him. The only other time this is done in the series is in "The Problem With Power."

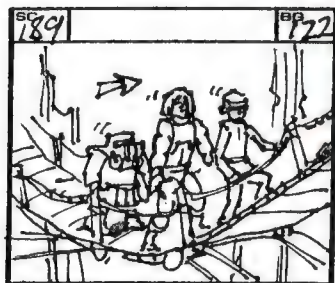
• Loos and the Storyteller were designed by character artist Lew Ott.

• The character of Loos is voiced by Erika Scheimer.

• Ram Man was originally the same height as He-Man during the development of the series, but his height was adjusted before any animation was produced.



Above: Loos was one of the most memorable characters in the series by far.



REVENGE IS NEVER SWEET

CAST Beast Man, Cringer, Evil-Lyn, He-Man, Kothos, Orko, Prince Adam, Skeletor, Teela



MEMORABLE QUOTES

"I'm sorry, Evil-Lyn, but capturing He-Man is more important than the personal comfort of those who serve me!" [Skeletor has a harsh reality check for Evil-Lyn]

"But He-Man, even Battle Cat couldn't fly a Sky Sled! You can't expect me to go!" [Cringer's argument to He-Man is a logical one]

"And you kept me cooped up in a cage like somebody's pet floogle-mouse!" [Evil-Lyn is not pleased with Kothos's imprisonment of her]



SYNOPSIS Near the seaside, Prince Adam and Teela repair the Attak Trak as Cringer sleeps. Orko offers to help with his magic, but they refuse. Feeling unappreciated, Orko wanders off and stumbles upon a Sand Slug, who introduces himself as Kothos, a wizard whom Evil-Lyn transformed. He states that only the power of another magician can change him back. Finally feeling needed, Orko uses his magic to restore Kothos's true form. Prince Adam and Teela immediately recognize Kothos, but they are unable to stop him from freezing them all.

Kothos contacts Skeletor at Snake Mountain and offers him Prince Adam, Cringer, Orko, and Teela in exchange for Evil-Lyn. Skeletor refuses but takes interest when Kothos says that he will capture He-Man, too.

Kothos pushes the Heroic Warriors out to sea on a wooden raft and, hoping to compel He-Man to appear, creates a tidal wave.

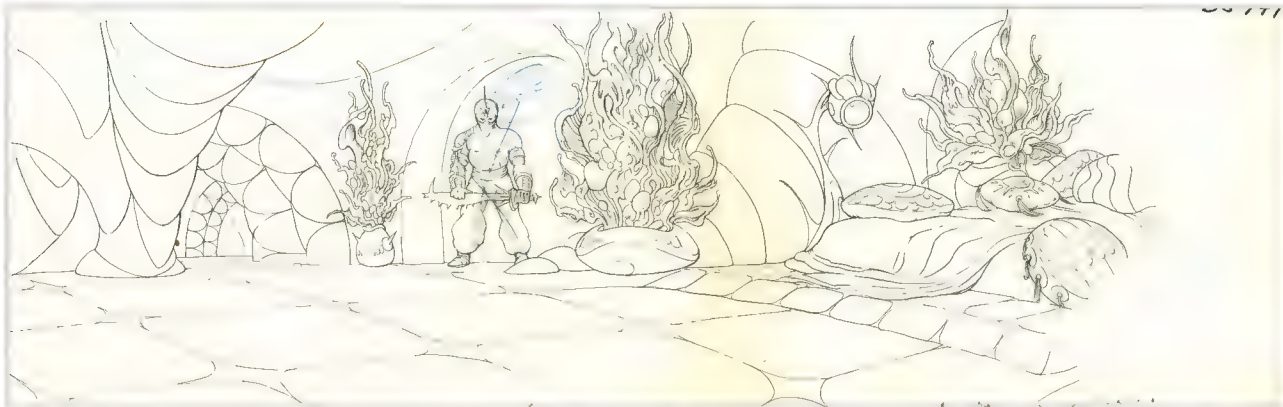
Prince Adam is able to get away, transform into He-Man, and save them. Kothos uses a Magic Helmet to drain He-Man's energy. He captures the most powerful man in the universe and contacts Skeletor once more.

Skeletor and Beast Man arrive, offering Evil-Lyn to Kothos, who hands them He-Man. When He-Man offers to free Evil-Lyn in exchange for her help, she uses her magic to free him. Overpowering Skeletor, He-Man, Orko, and Teela fly to Kothos's Floating Palace.

While He-Man battles Kothos in an attempt to convince him that revenge is not the best course of action, Orko and Teela free Evil-Lyn. To exact her revenge, Evil-Lyn damages the control room, unbalancing the palace. He-Man makes Kothos swear to give up his evil ways before using his great strength to stabilize the Floating Palace. True to his word, Kothos decides to use his magical powers to provide rain for crops.

MORAL **TEELA.** "Today, we learned there's no such thing as 'getting even.' Even if someone does something to you, and you get back at him—" **ORKO.** "And he gets back at you—" **TEELA.** "And you get back at him—" **ORKO.** "And he gets back at you—" **TEELA.** "And you get back at him again—" **ORKO.** "And he—" **TEELA.** "So you see, it never stops. No one is really getting even at all. The best thing to do is talk it over and start fresh. Now, you were going to say something." **ORKO.** "See you next time!"

REVIEW Aside from the confusing beginning, in which Orko helps Kothos after having battled him previously, this episode gets into its main plot line within the opening minute. Kothos once again proves that he is a great villain, a man utterly confident in his actions. The regular cast are all given fantastic material, with Evil-Lyn receiving some scene-stealing moments. The episode manages to balance out great action scenes with small moments of character writing. The one disappointment is that after the entire episode has showcased him as a great villain, Kothos renounces his evil ways. That said, this episode is a worthy sequel to Paul Dini's original story. **7/10**



SAME/AS

The animation of Prince Adam unsheathing the Sword of Power in the water previously appeared in "Hunt for He-Man."

The animation of He-Man retrieving the Sky Sled from the back of the Attak Trak was previously used in "Prince Adam No More."

After He-Man uses his sword to deflect Kothos's blast, he turns to Teela; this animation was used originally in "Diamond Ray of Disappearance."



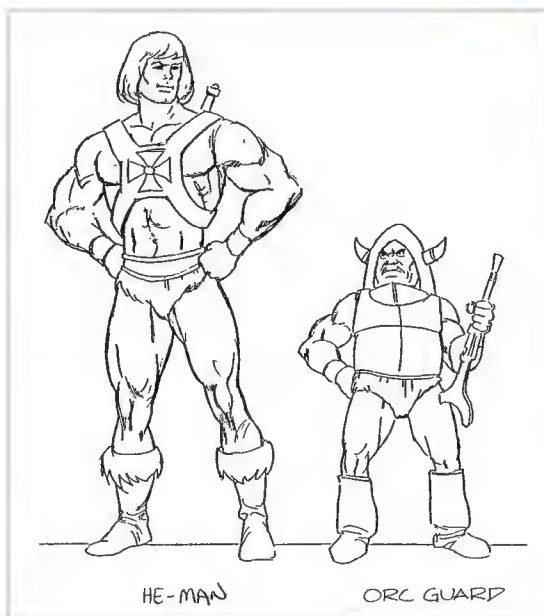
DELETED SCENES

Oddly, in the original script Prince Adam was to dive down to the bottom of the seabed and transform into He-Man underwater.

In a removed scene, as Teela and Orko run off to free Evil-Lyn, Kothos commands a carpet to roll after

them. However, a doorway prevents the carpet from pursuing.

A statue of an Arabian warrior brandishing a huge saber was removed from an interior shot of Kothos's palace.



Left: A model sheet shows the size comparison between He-Man and an Orc.



TRIVIA

• This episode opens with a confusing scenario where Orko transforms Kothos back into a human, even though he had previously fought the villain in "The Witch and The Warrior."

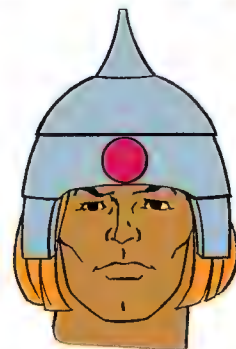
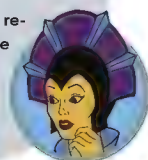
• In his reappearance Kothos's costume and skin color have changed dramatically.

• As in his first appearance, the character of Kothos is voiced by John Erwin.

• In reference to He-Man's fall to the very bottom of Kothos's Floating Palace, the script mentions the same situation that faced Luke Skywalker in *The Empire Strikes Back*.

• This episode is one of three connected episodes: It is a sequel to "The Witch and The Warrior," which introduced the feud between Kothos and Evil-Lyn and was itself a sequel to the Mallek-oriented "Wizard of Stone Mountain."

• "Revenge is Never Sweet" was released on video in the UK with the episodes "One for All" and "Search for the Past."



THE GOOD SHALL SURVIVE

CAST Battle Cat, Buzz-Off, Cringer, He-Man, King Randor, Kobra Khan, Man-At-Arms, Orko, Prince Adam, Queen Marlena, Teela, Tike, Tycor, Skeletor, Webstor

SYNOPSIS In the Evergreen Forest, Buzz-Off's colony prepares the last of their containers, which will provide them with a harvest of honey throughout the winter. Unbeknownst to them, one of the containers leaks a small amount of honey, which drips through a crack in the ground and into a cavern below. The honey strikes the top of a cocoon, causing it to break open, followed by many more. The colony of Bee People are shocked when the Tycons, a race believed to be extinct, appear and begin digesting all of the honey supplies.

Orko is alerted to the situation and teleports himself to the Royal Palace, where he interrupts a dinner in celebration of Buzz-Off's allegiance with the Heroic Warriors. Prince Adam and Cringer transform into He-Man and Battle Cat and head out to stop the Tycons' attack on the Honeycomb Fields.

As the Tycons make their way to the Bee People's colony, Skeletor appears. Seeing an opportunity to overthrow Eternia, the villain informs them that he knows where there is

more honey. He-Man and Battle Cat prevent a raid on the Honeycomb Fields, but Tycor, leader of the Tycons, blasts He-Man into unconsciousness.

As the heroes regroup, the Tycons raid the Royal Palace's food warehouse. Orko is upset that they ate a pie that he had baked for King Randor and Queen Marlena, though it turns out that instead of making Baker's Supreme Pie, he made Baking Soda Pie.

When He-Man, Man-At-Arms, and Buzz-Off find the Tycons, they are suffering from the effects of having eaten too much baking soda. Tycor admits that he is tired of fighting. He-Man offers friendship to the Tycons, and Tycor agrees. Man-At-Arms stays behind to nurse the Tycons back to health as He-Man, Buzz-Off, and Tycor storm Snake Mountain to find the remains of the palace's food supply and defeat Skeletor.

Back at the Royal Palace King Randor declares that Tycor and his people will guard the Honeycomb Fields.

MEMORABLE QUOTES

"Why is it I never like this part?"

[Cringer rarely, if ever, looks forward to his transformation into Battle Cat]

"Honey yours, kingdom mine!" [Skeletor enjoys his brief, selfish alliance with the Tycons]

"We take honey anyway!" [Tycor cares not for He-Man's pleading]

"Look out, Cat! That stinger won't hurt, but it'll put you to sleep for a while." [He-Man completely ruins any drama and suspense prior to the end of the first act]

"That's Baker's Supreme Pie, not Baking Soda Pie!" [Teela points out the flaws in Orko's cooking and reading abilities]

MORAL HE-MAN. "We learned today that there are right ways, and wrong ways, of getting what you want. If someone has something you want, say, a toy you'd like to play with, or maybe some candy or cake, don't just take it. That's stealing, and chances are you'll only bring out the anger in the other person. But if you ask rather than take, or, if it's yours, offer to share, you'll get back more than you give, like maybe even a new friend. Right, Orko?" **ORKO.** [Waggles his ears] **HE-MAN.** "See you next time!"

REVIEW The premise for this episode is actually quite interesting. Sadly, the characters that appear throughout a majority of this story, the Bee People and the Tycons, cannot carry an episode. The heroes are at their most bland here, and Skeletor's alliance with the Tycons seems forced. The appearances of Kobra Khan and Webstor are utterly pointless. Once He-Man and Buzz-Off ally themselves with Tycor, we witness one of the most boring battles inside Snake Mountain. The Evil Warriors are defeated not only in a comical way but within a matter of seconds. It is a disappointing conclusion to an utterly disappointing episode. 3/10



As the honey from the crack drips down onto the cocoon and drenches it. With a TEARING SOUND, the cocoon begins to split where the honey touches it.

GROUP
(shouts)
Burray! Home! Let's go!



SUDDENLY IT CRACKS
OPENS
SFX: CRACK



AND OUT CREEPS A SUMMY
WARP LIKE CHARACTER—
SFX: CRACKLE/SPAT—



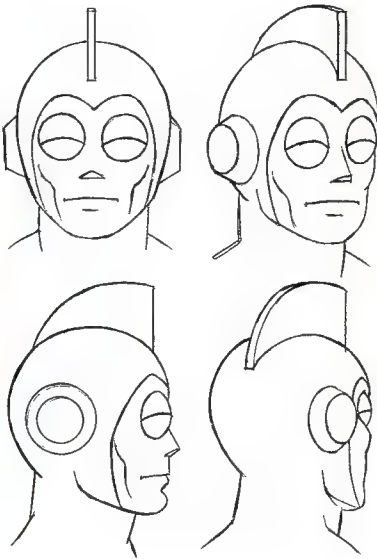
AS HE EMERGES ANOTHER
POPS OUT—
TYCOR
Free! Free at last!

SAME/AS

The animation of Skeletor sitting in the pool of water was previously used in "Return of Evil."

was previously used in "The Dragon Invasion," though with a different cast of villains.

The shot of Skeletor at the far end of his council table, with Kobra Khan and Webstor to either side,



TRIVIA

• King Randor describes Buzz-Off to the gathered people as their "new ally and friend." However, Buzz-Off had already appeared a few times in the series at this point.

• Teela makes reference to Fourth of July celebrations. This would appear odd at first, but as shown in other episodes, Queen Marlena has told the Eternians of many Earthly traditions.

• This episode marks the final appearance of Webstor.

• Webstor was designed by character artist Don Greer.

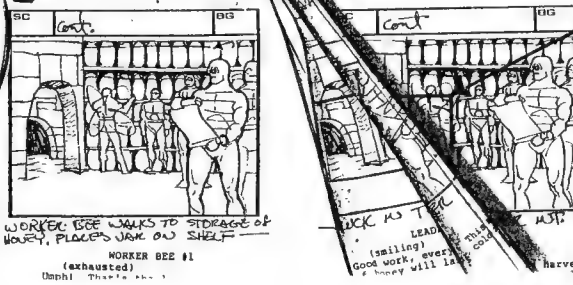
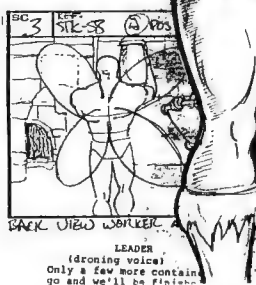
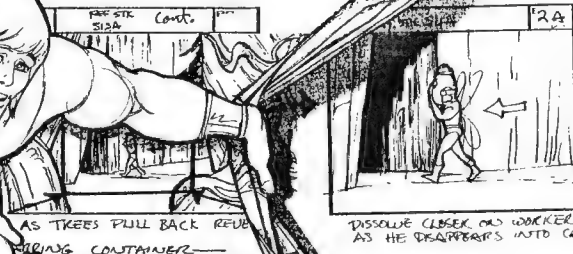
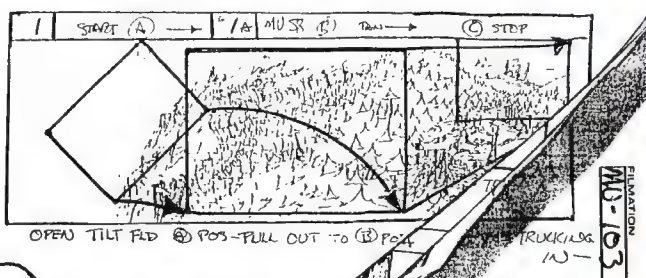
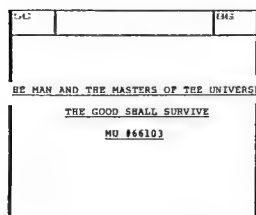
• On the opening page of his storyboards, Glen W. Hill illustrated He-Man bowing while pulling back the first page like a curtain.



DELETED SCENES

As Prince Adam prepares to transform into He-Man, Cringer says, "Why is it I never like this part?" The original line has him finish the sentence with "... of the story?"

In a removed scene, Skeletor challenges the leader of the soldier bees to defend the honeycombs. When the soldier accepts the challenge, Skeletor commands Tycor to attack.



The opening page of the storyboard by Glen W. Hill showcases a creative illustration of He-Man pulling back the page like a curtain, introducing us to the episode!



THE SECRET OF GRAYSKULL

CAST Battle Cat, Clawful, Cringer, He-Man, King Randor, Kobra Khan, Man-At-Arms, Orko, Prince Adam, Skeletor, Sorceress, Teela, Trap Jaw, Zoar

SYNOPSIS King Randor, Prince Adam, Orko, Man-At-Arms, and Teela are surprised by a barrage of spectacular fireworks exploding in the skies over the Royal Palace. They realize the fireworks are the work of Skeletor when the explosions transform into spider-like embers that slowly descend upon the Royal Palace, setting fire to anything they make contact with.

As the Heroic Warriors begin to fight back, Man-At-Arms prepares his new Fire Shuttle, snapping at Orko for getting in his way. He-Man appears and, using the Sword of Power, creates a storm to end the flammable threat.

Skeletor watches the events unfold and notices Orko floating away from the palace while feeling sorry for himself. Skeletor takes advantage of the situation and pretends to be a magical genie. He convinces Orko that the best place to find the love he seeks is not on Eternia, but back home on Trolla, claiming that he is only kept around at the

Royal Palace because it amuses them to have a pet. Skeletor pressures Orko to enter a dimensional gate, but just as he is about to venture through, Zoar swoops down and carries him away.

At Castle Grayskull, the Sorceress shows Orko how much his friends care about him by showing him past events that make him realize he is important and loved. When Orko goes back into the forest, he is captured by Skeletor, Clawful, Kobra Khan, and Trap Jaw. Skeletor uses a truth spell on Orko and learns that in order to enter Castle Grayskull, he must answer the castle's riddle.

Back at the castle, Orko answers the riddle and the Evil Warriors enter, keeping the Sorceress at bay with the threat of blasting Orko into outer space. He-Man and Battle Cat save Orko, and then watch as the Sorceress effortlessly uses the power of Castle Grayskull to remove the Evil Warriors.

MORAL MAN-AT-ARMS. "Sometimes, when your parents punish you, you may think they don't love you. Well, that isn't true. They don't punish to be mean, but to teach you. They hope you'll remember the punishment and not do wrong in the future. If I didn't love Orko, I wouldn't care what he did." **ORKO.** "I'm glad Man-At-Arms cares enough to correct me when I do wrong. How else am I going to learn? I know he loves me, even if he doesn't say it all the time." **MAN-AT-ARMS.** "Ahem . . . Yes, well, it's time to go." **ORKO.** "Bye."

REVIEW Even though we are treated to another story in which Orko leaves the Royal Palace feeling sorry for himself, this episode is still good. From the unique action scene at the beginning of the episode to the wonderful use of flashbacks from past episodes, this story always feels as if it is heading somewhere. However, just when it appears that we are going to get a good confrontation between good and evil within Castle Grayskull, the story fails us. Skeletor's desire to conquer the castle is completely undermined when the Sorceress effortlessly throws him out. It is a disappointing ending to an episode that has held much promise throughout. **5/10**

MEMORABLE QUOTES

"I'm not one step closer than the day I started!" [Skeletor realizes that conquest of Eternia is taking longer than expected]

"You know, I'm sure if it weren't for Orko I never would've learned to laugh at myself." [Man-At-Arms reveals a great deal in a flashback]

"Without you, there would be no He-Man." [The Sorceress sums up Orko's importance on Eternia]

"Each one of us is important. All our lives touch each other's, sometimes changing things in ways we often don't know about." [The Sorceress speaks beautifully to Orko]

"Skeletor never keeps his word. You know that." [Clawful knows his boss better than Trap Jaw]



Right: Although it differed slightly in the episode, this piece of artwork suggested to the animators how Skeletor would reveal his true identity.



SAME/AS

The animation showing He-Man holding aloft the Sword of Power is one of four scenes based on the stock sequence of Prince Adam unsheathing the sword; the other three are seen in "Quest for He-Man," "Quest for the Sword," and "Teela's Triumph."

The sequence featuring Orko's egg trick is from "Diamond Ray of Disappearance," albeit with additional footage. The sequence of Prince Adam and Cringer being rescued by Orko is from "Creatures From The Tar Swamp."



DELETED SCENES

In the original script, after He-Man has boiled the water, he raises the sword and commands the power of Grayskull once again to cause the lightning bolt to strike.

When the writer makes reference in the script to the flashback from "Creatures From The Tar Swamp," he requests that they alter the scene to make Prince Adam and Cringer's situation more precarious.

In a slightly confusing scene removed for time, after leaving Castle Grayskull Orko bumps into Cringer, but as soon as Skeletor appears, the cowardly cat is almost immediately back at the Royal Palace.

Cringer's escape continues when Prince Adam receives the telepathic message from the Sorceress; Cringer races through Prince Adam's bedroom, slides on a rug, and crashes into the wall of the room. This scene ends with a now-transformed Prince Adam as He-Man pointing the Sword of Power at Cringer.



TRIVIA

• Skeletor's Evil Warriors in this episode (Clawful, Kobra Khan, and Trap Jaw) are all voiced by Lou Scheimer.

• The riddle of Castle Grayskull was a plot device only used for this one episode.

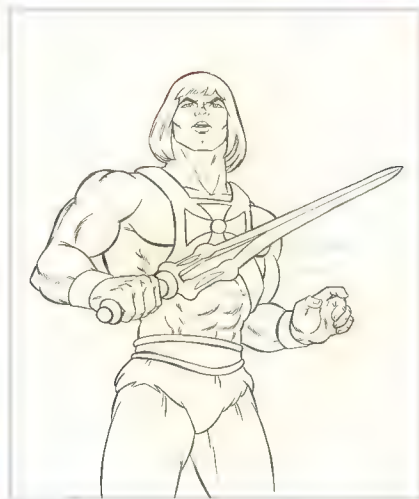
• This episode marks the final appearance of Clawful.

• Kobra Khan was designed by character artist Marcus Nickerson.

• This episode was storyboarded by Glen W. Hill, who would go on to direct episodes of *Family Guy*.

• Fred Carrillo designed Skeletor's genie disguise.

• Originally, *He-Man's* second season, dated 1984, was to consist of thirty-nine episodes. When the decision was made to produce more, this was one of seven episodes that were held back for the batch of episodes dated 1985 (which explains the lack of quotation marks on the title card).



Above: He-Man prepares to raise the Sword of Power and summon the power of Castle Grayskull.



NO JOB TOO SMALL

CAST Beast Man, Evil-Lyn, He-Man, King Randor, Man-At-Arms, Michi, Orko, Panthor, Prince Adam, Teela, Whiplash



MEMORABLE QUOTES

"He-Man?! What about your abilities? Don't they count for anything?!" [Teela's frustration with Prince Adam boils over]

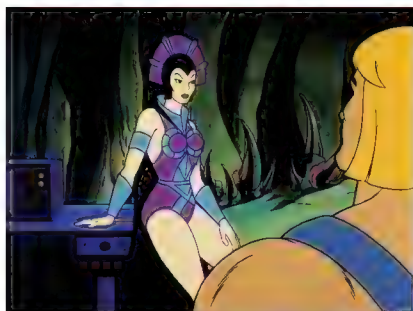
"But where would I be without He-Man?" [Prince Adam asks Man-At-Arms a fair question]

"You foolish witch! Do you think Skeletor hasn't tried such a plan?! That cursed He-Man always shows up . . . just in time!" [Beast Man attempts to enlighten Evil-Lyn with some truth]

"Even He-Man can't be in more than one place at a time. Trust me, Beast Man." [Evil-Lyn has a great deal of faith in her plan]

"And so, He-Man, those great, gorgeous muscles of yours are totally useless." [Evil-Lyn pays a compliment while destroying He-Man's hopes]

"I can't take the chance that my strength will bring harm to my friends." [He-Man's powers prove to be his undoing]



SYNOPSIS In the palace courtyard, Prince Adam loses a friendly wrestling match with Michi. When Prince Adam jokes that He-Man could have won, Teela angrily rebukes him for not using his brains to gain the advantage. As Teela storms off, Man-At-Arms tells Prince Adam that Teela has more faith in him than he does in himself. Prince Adam wonders what he would be like without He-Man, and Man-At-Arms affirms that he would still be Prince Adam.

A short while later King Randor sends Prince Adam, Man-At-Arms, Orko, and Teela on a diplomatic mission to Phantos. At Snake Mountain, the Evil Warriors believe they can use this as an opportunity to capture the group.

Ahead of schedule, the heroes stop off to observe the Great Desert on Phantos. Attacked by two large dragon-like creatures under the control of Beast Man, Prince Adam is separated from the group. He transforms into He-Man and begins to battle the

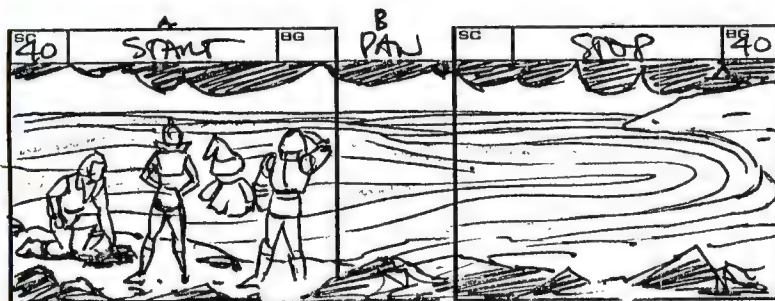
creatures. Meanwhile, Evil-Lyn, Beast Man, and Whiplash capture Man-At-Arms, Orko, and Teela.

They return to Snake Mountain, where Evil-Lyn uses a Reducto Ray to shrink the three of them and suspend them in a cage. He-Man confronts Evil-Lyn, who has created a perilous situation by attaching the cage to a rope holding a boulder suspended over the Reducto Ray. If He-Man touches the cage, the boulder will fall, ensuring the heroes will remain in their shrunken state.

He-Man leaves and transforms back into Prince Adam. To save his friends, Prince Adam shrinks himself so that he is small enough to not set off the Reducto Ray. He manages to free them from the suspended cage and soon activates the ray to enlarge his friends. The heroes escape as Prince Adam, back to normal size, transforms into He-Man, shrinks Beast Man, Whiplash, and Panthor, and destroys the Reducto Ray, ruining Evil-Lyn's plot.

MORAL MAN-AT-ARMS. "Being strong and powerful is wonderful, but you know what? There are some things even more wonderful . . . things like imagination and intelligence. In today's story it wasn't He-Man's muscle that saved us; it was more Adam's clever mind and quick thinking. Exercising so you can be as strong as possible is a good idea . . . but exercising your mind, like reading books and, yes, doing your homework, that's also a very good idea. Think it over . . ."

REVIEW This episode takes some basic Saturday morning cartoon premises—a distraction, a kidnapping, a shrinking ray, a trap, and a rescue—brings them all together in one story, and successfully creates one of the best episodes of the series. This episode is also heavy on character development, with both He-Man and Evil-Lyn being given some of their best material in the series. Evil-Lyn steals the show with a performance that can only be described as menacingly sexy. And He-Man is given one of the best identity-crisis moments in the series, leading to a wonderful starring role for Prince Adam. The episode's conclusion is worthy of everything that comes before it. 8/10



START PAN
 AS MAN AT ARMS TALKS

ADAM
 An ocean of sand!

Yes. Like our water oceans, the sand ocean here responds to the gravitational pull of the moon -- or I should say "moons," since Phantos has three!

SAME/AS

The animation of Orko throwing punches was originally used in "Double Edged Sword."

The sequence that features Prince Adam throwing a cable toward the cage is based on the stock animation of He-Man throwing the grappling iron seen in previous episodes.



Prince Adam wrestles the mighty Michi . . . and loses.

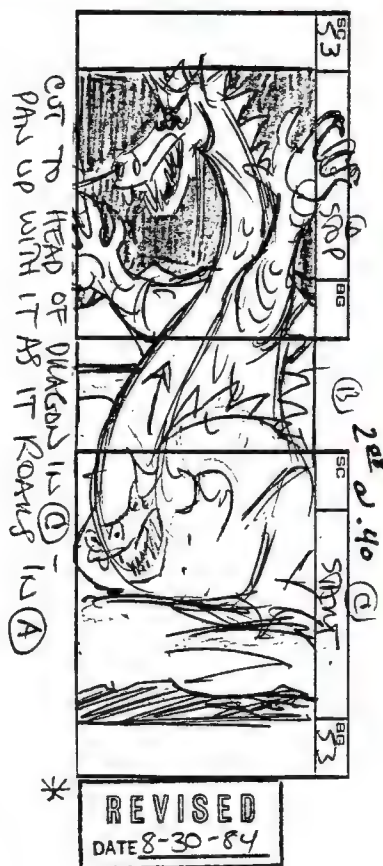
DELETED SCENES

In the script the wrestling match between Prince Adam and Michi went on slightly longer.

Prince Adam originally states that Michi's got "too much beef"; this was later altered to "too much muscle."

The script oddly states that the heroes fly to Phantos in the Battle Ram. This was probably confusion on the writer's part.

A long removed scene had Beast Man simply blow the seven-inch-high heroes into the cage.



TRIVIA

• The title card of this episode features an accompanying musical score exclusive to this episode.

• This episode marks the only appearance of Michi, the silent, giant sumo warrior, in the series.

• Michi was originally designed with long hair and a completely different head that made him look less Asian in appearance.

• This episode marks the return of Phantos, exactly one hundred episodes after its previous appearance.

• This is the first of three times that we see He-Man transform back into Prince Adam. Although he is obscured by a large rock, there is no indication that he says anything, which is in keeping with the transformation seen in "The Ancient Mirror of Avathar." It is contradicted by "The Problem With Power," in which he calls upon the power to return.

• Evil-Lyn's original costume had a skull motif atop her headpiece. It was removed to simplify her design. However, certain scenes still show the skull motif, though painted black so as not to show up.

• Originally, *He-Man's* second season, dated 1984, was to consist of thirty-nine episodes. When the decision was made to produce more, this was one of seven episodes that were held back for the batch of episodes dated 1985 (which explains the lack of quotation marks on the title card).



BONUS THE SAVAGE HENCHMAN:

We see flashes of the old Beast Man in this episode. Calm and almost calculated in his actions, with no silly dialogue, he frequently warns Evil-Lyn not to go against Skeletor's wishes. This advice does not imply loyalty on the part of Beast Man but rather a preference not to encounter Skeletor's rage.

BONUS ENTERING SNAKE MOUNTAIN:

Having exited Snake Mountain, He-Man transforms back into Prince Adam and has to sneak back in. He locates a small ventilation shaft which he must squeeze through, crawling a great deal of the way on his hands and knees.



THE BITTER ROSE

CAST Battle Cat, Beast Man, Cringer, Dree Elle, Garth, He-Man, King Randor, Man-At-Arms, Orko, Prince Adam, Queen Marlena, Rose Goddess, Shaman, Skeletor, Teela, Trap Jaw



MEMORABLE QUOTES

"There is nothing more beautiful than the Bitter Rose." [Cringer unintentionally starts the plot]

"You want us to help them move?" [Beast Man fails to understand Skeletor's latest plan involving the endangered Insect People]

"Orko, because you chose me as a gift of true love, I am free and fulfilled." [The Rose Goddess thanks Orko]



SYNOPSIS At the Royal Palace, Man-At-Arms presents a gift to King Randor and Queen Marlena: a painting of the famous Bitter Rose. Man-At-Arms explains that the Bitter Rose was formed by the tears of a goddess who climbed Rose Mountain every day to look for her husband returning from the war, but he never did. Dree Elle fawns over the fable, and Orko, wishing to do something to make her happy, decides to bring her the Bitter Rose.

Orko plucks the Bitter Rose from Rose Mountain, causing the mountain to crumble. The avalanches threaten the home of the Insect People, prompting a messenger to fly to the Royal Palace and request help.

At Snake Mountain, Skeletor observes the events and sends Beast Man and Trap Jaw to steal the Bitter Rose. He-Man, Battle Cat, Man-At-Arms, and Teela protect the Insect People's village from the never-ending avalanches.

Meanwhile, Orko is captured by the Evil Warriors and taken to Snake Mountain, but

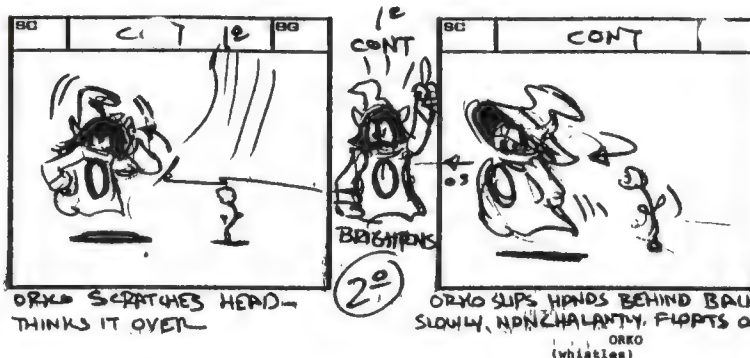
Garth of the Insect People arrives and saves him. Racing across Eternia, Orko and Garth are picked up by Man-At-Arms and Teela in the Wind Raider, and the heroes make their way to Rose Mountain with great haste. Beast Man and Trap Jaw pursue them in the Roton, but their laser blasts accidentally hit the Bitter Rose and wither it.

The heroes return to the Royal Palace seeking a scientific solution via the Maturator, but it appears that the Bitter Rose cannot be saved. Just when all appears to be lost, the true love between Orko and Dree Elle brings the flower back to life.

They return the rose, stabilizing Rose Mountain. The rose transforms into a goddess whose bitterness has finally been cured by Orko's act of love in giving her as a gift to Dree Elle. The goddess allows vegetation to grow on Rose Mountain and disappears, finally fulfilled.

MORAL MAN-AT-ARMS. "Today Orko nearly made a terrible mistake by not listening to that small voice in all of us that tells us right from wrong—our conscience. When Orko decided to impress Dree Elle, he suspected that he might be doing something wrong. Whenever you're in doubt about what you should or shouldn't do, stop for a moment and listen to your conscience. It'll usually tell you what's right or wrong. But just in case you're still not sure, talk it over with your family or someone else who cares about you. See you soon."

REVIEW The premise of this episode is good, but the execution is poor. One of the greatest offenses is the treatment of Dree Elle. She is used so sparingly that her appearances are pointless. She is a character who has been strong in all of her previous appearances, but this episode betrays her. The subplot with the Heroic Warriors stopping an avalanche goes on for far too long. It is annoying to think that the hero of the show is left behind to hold up a mountain while every other character does something to serve the plot. While this episode does have a beautiful conclusion, it is not enough to save a thoroughly disappointing story. **4/10**



SAME/AS

The animation of Prince Adam patting Cringer on the head is the same as one of the last images from "Diamond Ray of Disappearance."

The close-up of He-Man throwing the large rock was previously used in "Dree Elle's Return" and "A Bird in the Hand" and would be used again in "The Gambler."

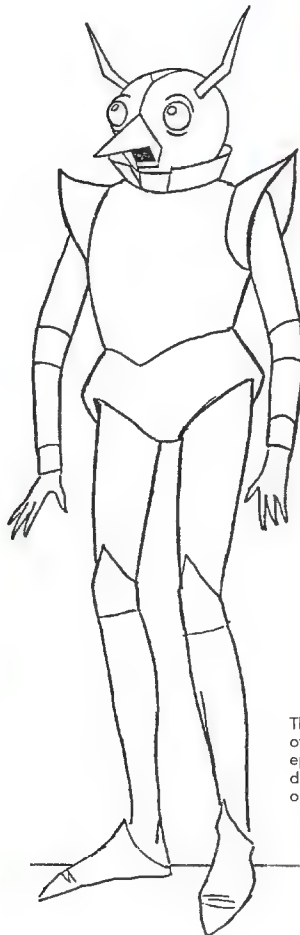
He-Man performs a spinning crescent kick to remove a large rock. This animation was part of a fight sequence used in "Quest for He-Man."



DELETED SCENES

In the original script Orko is entertaining King Randor and Queen Marlena with his Thirsty Dandelion trick, which predictably goes wrong. This explains his presence next to Man-At-Arms when the unveiling of the Bitter Rose painting takes place.

An odd scene later cut out had Man-At-Arms suddenly talking about cause and effect, explaining that a man could trip and fall on a faraway planet, and in some small way this would affect the universe.



TRIVIA

- This is the first episode of the 1985 batch to bring the quotation marks back to the title cards.

- The title card of this episode features an accompanying musical score exclusive to this episode.

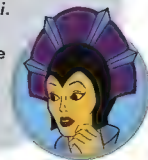
- This episode marks the return of the Insect People, including Garth and Shaman. The actual script dictates that Garth has metamorphosed into a Butterfly Person and that others in their race have also done so.

- The Insect People are referred to in the script as "Insectoids."

- Michael Chase Walker, the writer of this episode, produced *The Last Unicorn* for Rankin/Bass Productions.

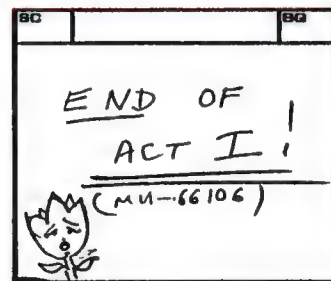
- This episode was storyboarded by Dave Russell, who had previously illustrated the storyboards for *Return of the Jedi*.

- Gerald Forton designed the Rose Goddess.



BONUS ENTERING SNAKE MOUNTAIN:

In this episode Garth appears to have found the easiest entrance and exit to Snake Mountain in the series. As Orko is being chased by Beast Man and Trap Jaw, Garth merely pokes his head around a door and then saves Orko; the pair fly away from Snake Mountain with great haste.



The Insect People from "Eye of the Beholder" return in this episode. However, their design differs somewhat from their original appearance.



THE GAMBLER

CAST Cringer, He-Man, King Randor, Lara, Man-At-Arms, Melbrag, Orko, Prince Adam, Smudge, Spikor, Squinch, Teela



MEMORABLE QUOTES

"There's no law says you have to win every time. Or that it'll be easy."

[Melbrag explains gambling to Smudge]

"A puny man like you could never capture He-Man." [Spikor understandably doubts Melbrag's boasts]



SYNOPSIS The Eternians join the Widgets for a celebration commemorating the completion of Man-At-Arms' latest invention, the Coridite Reactor. The reactor uses the Widgets' Coridite to generate safe power for all Eternians. Among the carnival attractions is a showman named Melbrag. The Widget Smudge begins to play Melbrag's game and proves he has impressive observation skills. Teela mentions that Smudge is the chief guard of the Coridite Reactor, a fact Melbrag takes note of.

An alarm sounds, alerting everyone that one of the mines has collapsed. As Smudge stays behind to continue playing the game, Man-At-Arms and Teela become trapped in the mine. He-Man saves them, but Man-At-Arms reveals the water that ran through the mine contained Sclanium, which creates a chemical reaction with the Coridite and makes it unstable.

A short while later, still playing the game, Smudge is duped by Melbrag into gambling

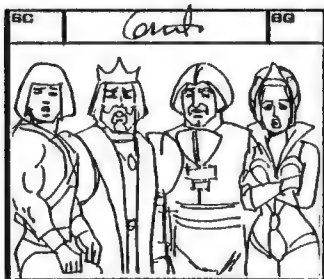
away a sample of Coridite. Smudge replaces the lost Coridite with a piece from the mines, unaware that it is now unstable. Upon seeing He-Man, Smudge confesses that Melbrag is now in possession of Coridite, and the pair meet with Melbrag.

The villain captures them both, blasting He-Man with a ray powered by his piece of Coridite, which he plans to give to Skeletor. While they are captured, He-Man learns that Smudge replaced the Coridite given to Melbrag with an unstable piece from the mine. He-Man and Smudge manage to escape and race back to the Coridite Reactor, aware that as soon as King Randor activates the reactor, an explosion will occur.

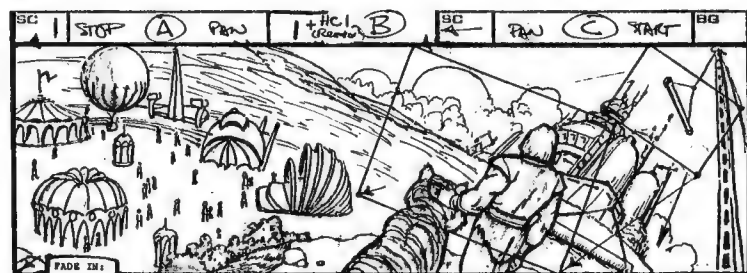
The pair arrive just in time to see the machine react to the unstable Coridite. He-Man uses all of his great strength to throw the Coridite Reactor into space, where it explodes.

MORAL PRINCE ADAM. "You know, a big part of growing up is learning to respect other people's property. When Smudge lost all his money gambling, he gambled with someone else's property—and that's when things went from bad to worse. If you want to use something that belongs to someone else, ask their permission. Well, if you don't you may get more than you bargained for! Right, Orko?" **ORKO.** "Right you are!"

REVIEW Although the regular characters are present throughout this episode, it is Smudge and Melbrag who steal the show. Their character interaction works well as Melbrag patiently waits for the opportunity to trick Smudge. Melbrag himself is the star of the episode; he is slickness personified, and his dialogue as delivered by John Erwin is snappy. In every scene it feels as if he is very much in control. The subplot with the unstable Coridite is staged well, as is the moment when He-Man and Smudge realize the impending disaster. This episode cleverly allows the story to slowly build to its explosive conclusion by laying the groundwork at an early stage. **7/10**



THEY TURNING BACK -



ESTABLISHING - CORIDITE REACTOR

Like a nuclear power station. A complex of huge spheres, block houses, towers, smokestacks, pipes, catwalks, towering hundreds of feet up into the sky, all shiny and new.

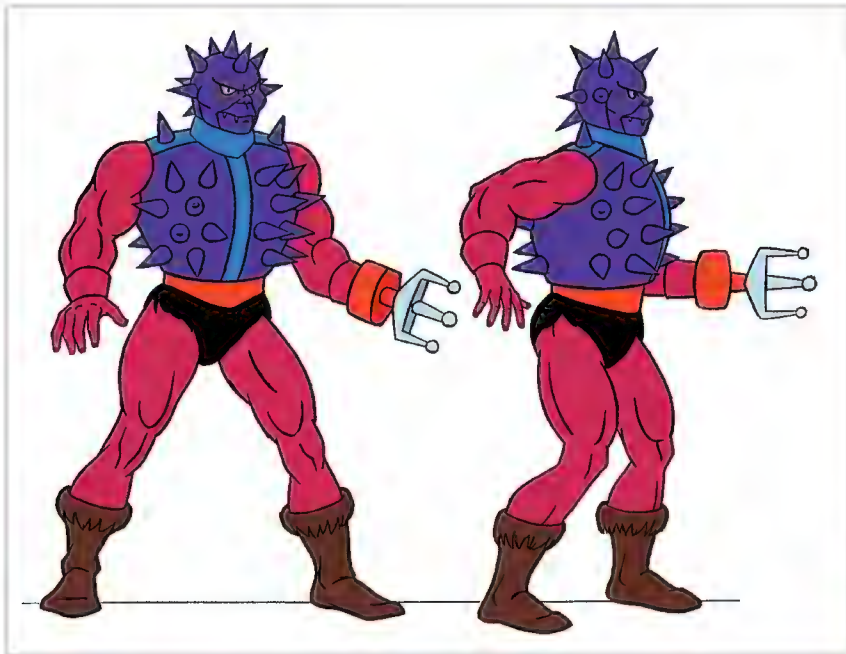
ADAM (VO)
Looks like the Widgets are about ready to celebrate the completion of the new reactor.

FADE IN
TO GFED
UP SHOT ON
PIPE

SAME/AS

The lightning effect that surrounds He-Man and covers the sword was previously used in "Temple of The Sun" when He-Man prepares to transform Cringer into Battle Cat.

The animation of Teela falling over was previously used in "The Taking of Grayskull."



DELETED SCENES

The script notes that Smudge acknowledges the rockfall but states that the other guards can take care of it. Just as the scene ends, Smudge wins again.

In the script Spikor is thrown from the Land Shark and gets stuck to a tree.



Left: Melbag was designed to be a very skinny, physically weak character.

TRIVIA

- The Widgets return, but only Lara and Squinch appear from the regular cast, in non-speaking cameo appearances.

- The name Melbrag is an anagram of the word *gambler*.

- In the episode we see an amusing yet odd scene where Orko actually runs away from the transformation sequence, something that was frequently seen in the *Masters of the Universe* comics by Star Comics.

- The lightning effect that surrounds He-Man and covers the sword was actually used in a memorable promotional image for the show (minus the glow).

- Melbrag was designed by character artist Dale Hendrickson.

- In the *Masters of the Universe* newspaper strip Spikor had the ability to shoot his spikes at his foes.



BONUS THE POWER OF HE-MAN: He-Man uses all of his great strength to lift the unstable Coridite Reactor above his head and then hurl it into space, where it explodes.



C.O. HM STRUGGLING

HE MAN
(arunt of exertion)



TEELA'S TRIUMPH

CAST Battle Cat, Cringer, Evil-Lyn, He-Man, Man-At-Arms, Prince Adam, Skeletor, Sorceress, Spirit of Grayskull, Teela, Trap Jaw, Zoar

SYNOPSIS Missing her daughter, the Sorceress decides to observe Teela at the Royal Palace in the form of Zoar. At Snake Mountain, Skeletor finishes his latest invention: a weapon that fires a beam that teleports its victims to an unknown dimension. Skeletor demonstrates it on a falcon, not realizing the falcon is Zoar. The Sorceress finds herself on a distant volcanic planet.

The Spirit of Grayskull contacts Prince Adam, Cringer, Man-At-Arms, and Teela and asks Teela to take the Sorceress's place because he cannot find her anywhere on Eternia. A confused Teela agrees to help in any way she can, and so she heads for Castle Grayskull.

He-Man and Battle Cat go to Snake Mountain and begin questioning Skeletor about the disappearance of the Sorceress. Evil-Lyn uses the weapon to transport He-Man to the other dimension as Skeletor realizes from He-Man's confusing questions

that the Sorceress is not guarding Castle Grayskull as she should be.

As Teela begins to learn the ways of the Sorceress, she focuses her vision outside of Castle Grayskull and is shocked to see Skeletor, Evil-Lyn, and Trap Jaw preparing to attack. Teela dons the clothing of the Sorceress to try to discourage them, but Skeletor realizes her voice is not quite right and reveals the truth. The Evil Warriors invade the castle, but the Spirit of Grayskull captures Trap Jaw by tricking him with multiple illusions of Teela. Teela manages to overpower Evil-Lyn and learns of He-Man's disappearance.

Meanwhile, in the other dimension, He-Man and Battle Cat save Zoar. The heroes use the Sword of Power to return to Castle Grayskull, prompting Skeletor's exit. The Sorceress tells Teela that her mother is proud of her, and Teela reveals that she wishes her mother were just like the Sorceress.

MORAL MAN-AT-ARMS. "Today we learned that sometimes our responsibilities can seem too much to handle. When a job seems bigger than we are, it's easy to be discouraged, to give up—but sometimes, if you try, really try, you can do it. When you come right down to it, there's only one thing others can expect of us, and that we can expect of ourselves: to do our best. See you next time!"

REVIEW This episode balances a typical Saturday morning cartoon plot with some of the greatest character writing for Teela that the series has ever seen. Skeletor's latest device and his attempt to conquer Castle Grayskull serve to reveal more of Teela's personality—her fears, her confusion, and her ever-growing confidence—as the episode progresses. The importance of this episode in the context of the series is immeasurable. It is a look at the future of Eternia with Teela as the guardian of Castle Grayskull. The final scene between Teela and the Sorceress is hard to watch without shedding a tear because it is beautifully written, acted, and directed. The Sorceress does her very best not to reveal too much to Teela, while at the same time giving her hope and a belief in herself. Teela's frustration with her shortcomings is wonderfully contrasted with the warm assurances of the Sorceress. Linda Gary's voice acting for both mother and daughter in this scene is phenomenal. The final moments of the scene, in which we see the Sorceress begin to weep, coupled with the embrace that she and Teela share, really do remind us why we love these characters so much. **9/10**

MEMORABLE QUOTES

"I haven't done anything to the Sorceress . . . recently." [Skeletor is at his most honest]

"You shouldn't have any doubts about yourself. I don't. I know the kind of woman you are." [Man-At-Arms reveals his faith in his daughter]

"You can see for yourself whether or not that's true. So you had better go before I call upon the power of Grayskull!" [Teela does her best impression of the Sorceress]

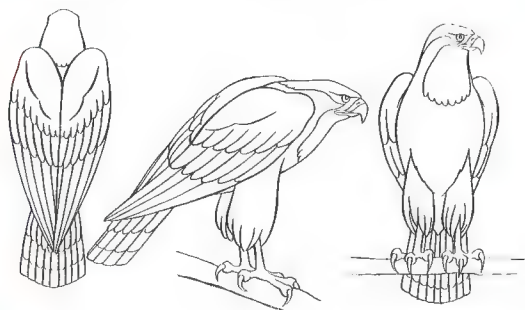
"Eternia's ours now. There's no place to hide." [Trap Jaw's threats to Teela echo throughout Castle Grayskull]

"Remember, Skeletor. Payment can be costly." [The Sorceress returns to confront Skeletor]

"You didn't fail anyone—not He-Man, not me, and not yourself." [The Sorceress assures Teela of her role as the temporary guardian of Castle Grayskull]

"I know that your mother would—*is*—very proud of you." [The Sorceress reveals much to Teela]

"You know, I never knew my mother, but I wish she could be just like you." [Teela makes a touching declaration to the Sorceress]

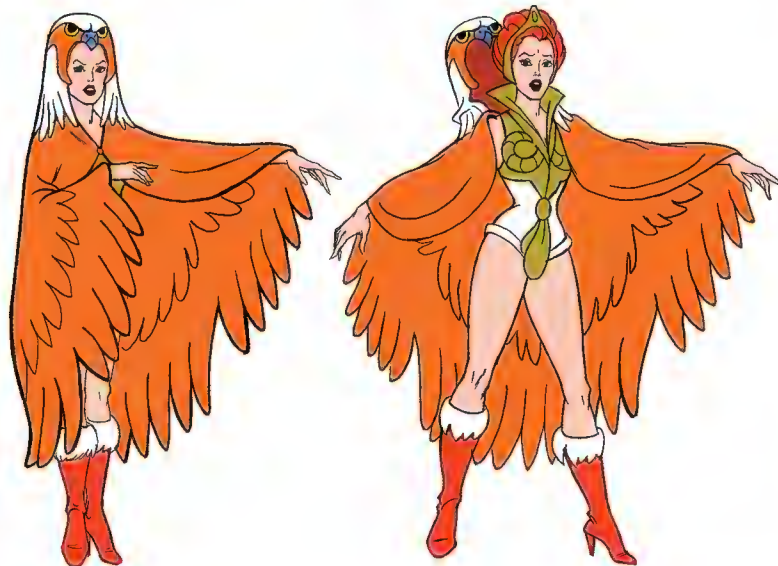


SAME/AS

The sword fight between Teela and Man-At-Arms is based on a rotoscoped sequence that was previously used in "The Dragon's Gift."

Prince Adam's startled reaction to receiving a telepathic message from the Spirit of Grayskull was previously used in "Golden Disks of Knowledge" and "Disappearing Dragons."

The animation showing He-Man holding aloft the Sword of Power is one of four scenes based on the stock sequence of Prince Adam unsheathing the sword; the other three are seen in "Quest for He-Man," "Quest for the Sword," and "The Secret of Grayskull."



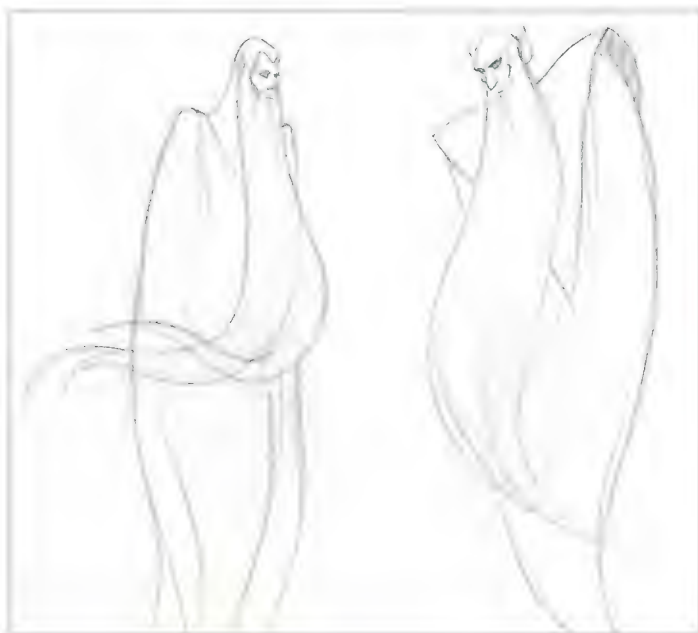
DELETED SCENES

In the script an early scene showed Skeletor and Evil-Lyn working together on their disappearing device; Evil-Lyn handed tools to Skeletor as he worked.

In a scene removed from the episode, when Teela doubts herself inside Castle Grayskull, the Spirit of Grayskull shows her a flashback to when she was a young girl in which Man-At-Arms, as a young warrior, is teaching her how to use a bow and arrow (seen briefly in "Teela's Quest").

Originally Teela and the Spirit of Grayskull tricked Trap Jaw into running into a wall.

The entire action scene featuring He-Man and Battle Cat rescuing the Sorceress from inside the volcano was heavily rewritten.



TRIVIA

• This episode was written by Joseph Botsford as a sequel to "Teela's Quest."

• The director of this episode, Gwen Wetzler, also directed the Castle Grayskull commercial that Filmation animated for Mattel, which wound up being shown at trade shows in order to sell the series.

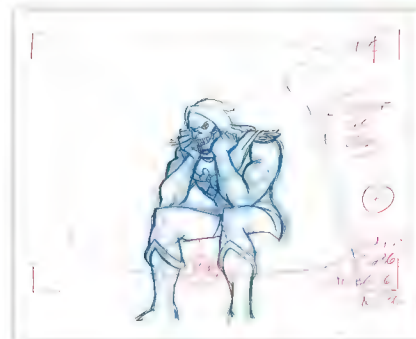
• The Spirit of Grayskull appeared in some of the Masters of the Universe canons, but this is the only appearance he makes in the series.

• The Spirit of Grayskull is voiced by John Erwin, who gives the wise being a very similar voice to that of the Oracle from "Teela's Quest."

• Teela's facial design, tiara, and body structure are based on the character animation model used for Princess Aura in Filmation's *Flash Gordon* series.

• In one of the original concept sketches, Zoar was illustrated to resemble a peregrine falcon and was therefore much smaller in size.

• Skeletor sits upon the throne of Castle Grayskull for the first time since "The Taking of Grayskull."



ORKO'S NEW FRIEND

CAST He-Man, Jawbreaker, Man-At-Arms, Orko, Prince Adam, Slavemaster, Sorceress, Squonge, Teela



MEMORABLE QUOTES

"Squonge, you're completely crazy. But I like your style!" [Orko finds it hard to resist Squonge's crazy plan]

"I don't think that new slave of ours is going to work out. He's virtually useless." [The Slavemaster notices a lack of productivity on Orko's part]

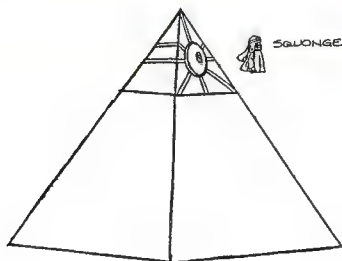
"It's kind of like fishing . . . with He-Man as the bait!" [Man-At-Arms enjoys He-Man's performance as he tries to draw out the Slavemaster]

"Ahh, shaddup!" [Jawbreaker tires of He-Man's constant witty remarks]

"You're not so funny now, are you, flesh-face!" [Jawbreaker silences He-Man for at least a second or two]



SIZE COMPARISON



SYNOPSIS At the Royal Palace, Prince Adam, Orko, and Teela await the arrival of Squonge, Orko's old friend from the Trollan Academy of Magic. In advance of his arrival, Orko warns his friends that Squonge is known to have a very active imagination, and that sometimes he does not always tell the truth.

Squonge arrives and soon begins telling tall tales of his journey to Eternia. His outlandish stories are interrupted when the Intergalactic Police arrive, informing Prince Adam that the Slavemaster and his sidekick Jawbreaker are known to have journeyed to Eternia. When Orko admonishes Squonge for embarrassing him in front of Prince Adam and Teela with his exaggerated stories, Squonge gets mad and floats off into the Evergreen Forest.

A short while later Squonge discovers the Slavemaster's ship, but when he tells Orko of

his discovery, Orko finds it hard to believe. The pair head to the forest, where Orko is shocked to see the ship. They both sneak inside it, but Orko is captured. Squonge escapes and heads back to the Royal Palace. He tells the heroes of Orko's capture, and after initially finding him hard to believe, they discover he is telling the truth.

He-Man holds a public demonstration of his strength that draws out Jawbreaker, who captures He-Man and takes him to the Slavemaster's mines. Within a short space of time, He-Man breaks free of his bonds and fights Jawbreaker, overpowering the giant, lumbering robot. He-Man then liberates the slaves, and they all head to confront the Slavemaster.

He-Man defeats the Slavemaster, and the Sorceress aids the slaves in returning to their home worlds. Having learned his lesson, Squonge returns to Trolla.

MORAL ORKO. "In our story today, Squonge learned a valuable lesson. Squonge exaggerated and made up stories, which caused people a lot of trouble. And later, when he needed people to believe him, they didn't. You know, Squonge made up stories to make people think that he was important. And what he learned was . . . we're all important! Every one of us! Goodbye for now!"

REVIEW The beginning of this episode with the arrival of Squonge is good; he is well scripted, and his initial fallout with Orko is believable. Unfortunately, when the Slavemaster arrives, Squonge is pretty much left out of the plot completely. One of the problems about this episode is that although Orko is captured, it never really feels like the character is in any danger. The Slavemaster is pretty dull when compared to his sidekick, Jawbreaker, who not only looks interesting but also has some terrific dialogue. This episode never really goes anywhere, and due to the shift from Squonge to the Slavemaster, it feels like two different episodes. **4/10**



SAME/AS

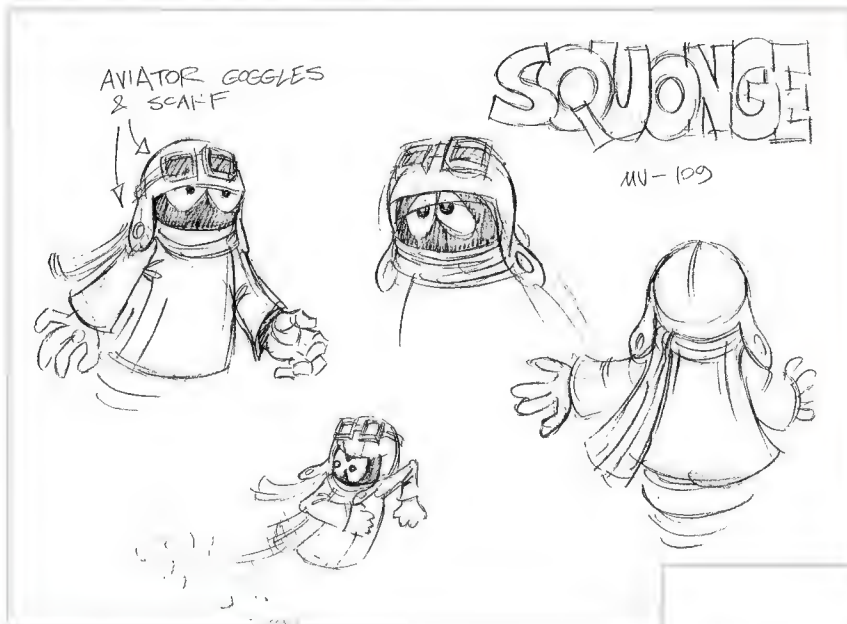
The two female characters that flank the Slavemaster in his throne room are based on the design and color scheme of Gleadil from "Quest for He-man."

The character model of one of the slaves is based on the character design of Lizard Man.

He-Man's punch, spinning crescent kick, and throw animation from "Quest for He-man" are used once

again; this time, however, He-Man strikes a kung fu pose at the end.

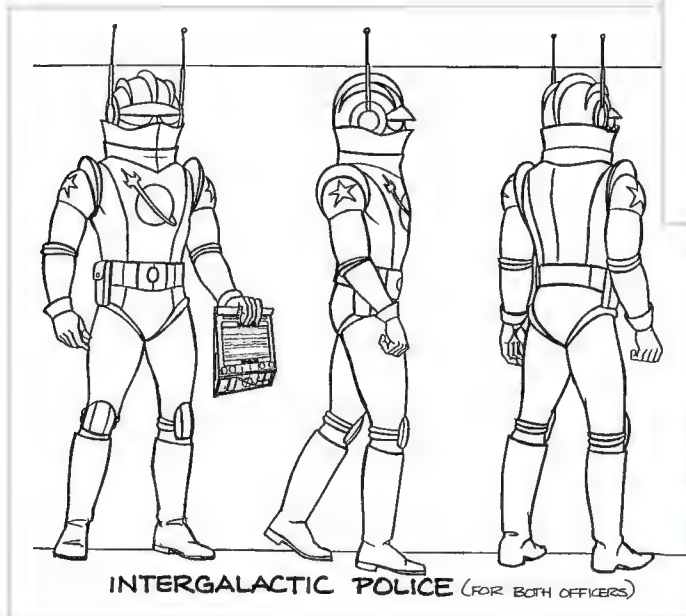
At the very end of the episode, we see an Aquatican from "City Beneath the Sea" walking through the dimensional gate.



DELETED SCENES

The Slavemaster appears to have less patience with Jawbreaker in the script, as script directions indicate that he speaks to Jawbreaker as if he is a buffoon.

In the script, having demonstrated his incredible strength, He-Man takes a bow alongside Teela and Squonge.



TRIVIA

- In the script it is indicated that Squonge should travel from Trola to Eternia in a pyramid that looks the same as Dree Elle's. We can see from the one used in this episode that this was not the case.

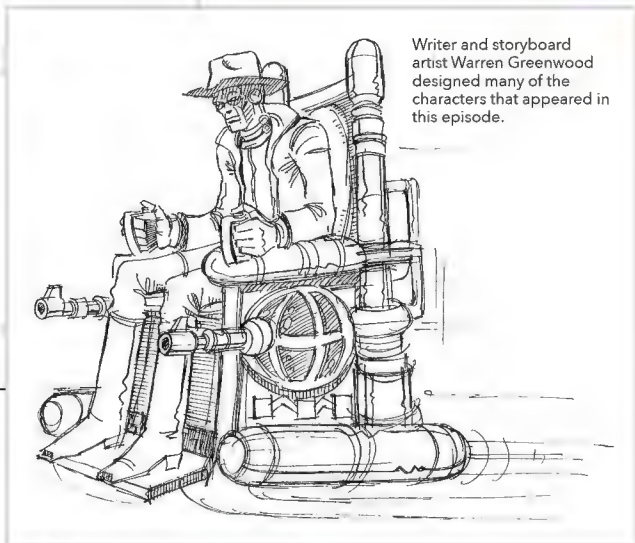
- A nice piece of convenient plotting has Man-At-Arms locate Orko's lost ring that he had given him on his birthday.

- This episode prominently features the village of Ruxtown under the shadow of Mount Fear. This is interesting, as the village and its colorful cast of characters do not appear for another eleven episodes.

- In the script Jawbreaker was written to speak more like the Hulk.

- The Intergalactic Police officers were designed by character artist Dale Hendrickson.

- In his storyboards for this episode, Warren Greenwood included his suggested designs for the guest cast, which the character designers closely followed.



THE PROBLEM WITH POWER

CAST General Tataran, He-Man, King Randor, Man-At-Arms, Orko, Prince Adam, Queen Marlena, Skeletor, Sorceress, Teela, Trap Jaw

SYNOPSIS At Snake Mountain Skeletor explains to General Tataran that he wants to use his physical lack of a heart to his advantage, declaring that He-Man will undo himself.

A while later at the Royal Palace, Man-At-Arms reports to King Randor and Queen Marlena that Skeletor has been sighted in the small village of Zak, a location in the Crystal Sea. Arriving at the village He-Man, Man-At-Arms, and Orko realize that Skeletor is constructing a huge but poorly built dimensional gate.

He-Man confronts Skeletor, but the villain taunts him, leading him in a chase around the dimensional gate. Frustrated, He-Man punches the structure to get at Skeletor. When the rocks fall, they land on a villager. Convinced he has killed a man, He-Man walks away to think. Having discovered that the villager was General Tataran in disguise, Orko is captured by Skeletor.

As night falls on Castle Grayskull, He-Man realizes that he has abused his great power.

He transforms back into Prince Adam and throws the Sword of Power into the abyss. Skeletor rebuilds the gateway and uses it to bring the Goblin army to Eternia. Without He-Man around to help, Teela volunteers to use a Mesotronic Bomb to attempt to destroy the dimensional gate. Orko escapes Skeletor's cell and informs Prince Adam of the truth, prompting him to venture into the abyss on a Sky Sled and retrieve the Sword of Power, which he uses to transform once more into He-Man.

Meanwhile, Teela confronts Skeletor with the Mesotronic Bomb; the Goblins flee, but Skeletor stuns her. As He-Man arrives, they realize that the bomb's timer has started. Skeletor escapes the explosion, but He-Man and Teela are caught in the ensuing rubble. He-Man emerges and finds Teela unconscious. She awakens as he picks her up and lovingly carries her into the sunset.

MORAL MAN-AT-ARMS. "I want to talk to you today about safety. Accidents don't just happen to other people; they can happen to you. But you can do some things to help prevent accidents from happening. Using a safety belt when riding in a car can save your life or prevent you from being seriously hurt. Now I know you've been told never play with matches, because if you do you're playing with fire. And fire can burn your toys, your home, your family, you! So use your common sense and think about what you're doing. It's better to be safe than sorry."

REVIEW Bob Forward and Tom Tataranowicz combined their abilities to come up with the most original and daring episode of the series. From start to finish, this episode is nearly perfect, with the scene in which He-Man relinquishes his power at Castle Grayskull being the pinnacle of the series. It is so powerful that it is, at times, frustratingly hard to describe and give praise to. No other scene in the series has all the components come together so beautifully: Tataranowicz's initial idea, Forward's dialogue, the emotion-filled drawings and backgrounds, Gwen Wetzler's fantastic direction, and John Erwin's voice acting. It confirms He-Man's character, his belief system, and his integrity. It is the undeniable goodness in his heart that makes He-Man the hero of Eternia. His actions validate the character, keeping him righteous and wise but also making him fallible and human. No other episode of *He-Man and the Masters of the Universe* comes close to the emotional and dramatic power of this installment. This one episode is bigger than the series itself and finally gives our hero the story he deserves. **10/10**

MEMORABLE QUOTES

"This time, He-Man is going to defeat himself!" [Skeletor's plan intrigues General Tataran]

"There is no heartbeat . . . He's dead." [He-Man realizes the worst]

"He was my brother! You killed him, He-Man! You killed him!" [A disguised Skeletor verbally attacks He-Man]

"Today I broke a promise, and proved myself unworthy of the great power that was given me. And if I am unworthy—I can no longer permit myself to be He-Man." [A beautiful speech portends the end of He-Man]

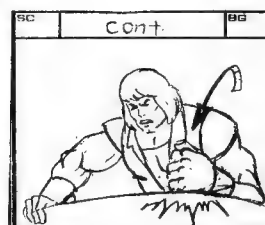
"Why, He-Man, I didn't know you cared." [Teela and He-Man share a moment before he carries her off into the sunset]



Right: Tom Tataranowicz's storyboards show Prince Adam struggling with the decision he has made.



Upshot on an extremely depressed Adam.
ADAM (con't)
And only He Man could save her now.



Adam slams his fist on the rail in determination
ADAM
But...!!

SAME/AS

When Orko recoils after realizing that someone was buried in the avalanche, the animation used is from "Masks of Power."

Orko's stroll up and down his prison cell was previously used in "Dree Elle's Return."

The design of the giant spider in the abyss was previously used for Arakna in "Fisto's Forest" and would be used again for the Jawlik in "Search for a Son."

When He-Man leaps off the Sky Sled to confront Skeletor, the animation of his landing was previously used in "Return of Evil."

At one point we see Teela holding He-Man's shoulder; this was previously seen in "The Sleepers Awaken."



DELETED SCENES

A line removed from the episode has Skeletor compare Trap Jaw to Mer-Man when talking to General Tataran.

In the script, while overlooking the dimensional gate, Prince Adam, Man-At-Arms, and Orko confront one of the workers, who fearfully explains the hold that Skeletor has over them.

In a removed line, King Randor refers to the episode "The Arena" when he states that the Royal Guard have handled the Goblins before.

In a scene removed due to time constraints, Teela quickly silences a Goblin warrior.



He-Man looks solemnly at the Sword of Power, moments before surrendering the power of Castle Grayskull and dropping the sword into the abyss.



TRIVIA

- Tom Tataranowicz was an ardent fan of Hal Foster's *Prince Valiant* comic strip. One story had Prince Valiant throw his Singing Sword away. Tom wanted to pay homage to his artistic hero and came up with the idea for "The Problem With Power."

- Tataranowicz originally wanted He-Man to actually, albeit accidentally, kill someone.

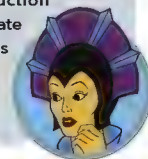
- When Bob Forward wrote this script, he included General Tataran (Warren Greenwood's character from "The Arena" named after Tataranowicz) as a tribute to Tataranowicz's idea for this episode.

- The village of Zak was named after Tom Tataranowicz's wife, whose last name is Zak.

- This is the second of three times that we see He-Man transform back into Prince Adam. Unlike the first time (in "No Job too Small") and the third time (in "The Ancient Mirror of Avathar"), He-Man calls upon the power to return in order to change back into Prince Adam.

- At one point in the script Bob Forward comically refers to He-Man as "our He-ro."

- During the earliest production work on the series, a toy-accurate half-sized Sword of Power was designed for He-Man.





Left: The beautifully painted sunset which He-Man carries Teela toward.



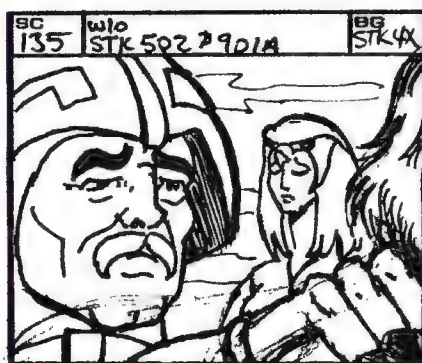
Right: The turret of Castle Grayskull on which He-Man stands, looking out across Eternia.



Left: Tom Tataranowicz's storyboards strongly adhered to the drama of the script and one of the most memorable moments of the series.



HIM LISTENS FOR A BEAT THEN
CLOSES EYES HARD IN SORROW
HE MAN
(quietly)
There is no heartbeat...



MAN AT ARMS
Let's go home.

Below: He-Man
holds Teela in
his arms, prior to
carrying her off into
the sunset.

DOUBLE TROUBLE

CAST Beast Man, Evil-Lyn, He-Man, Kol Darr, Man-At-Arms, Orko, Prince Adam, Queen Marlena, Shadow Master, Skeletor, Sorceress, Teela



MEMORABLE QUOTES

"For it is written that Castle Grayskull must forever be a safe haven for the friends of He-Man." [The Sorceress informs He-Man of the law]

"Because it is power! Because with the secrets of Grayskull, I can rule Eternia—I can rule the very universe itself!" [Kol Darr's evil clone explains to the Guardian why he desires the secrets of Grayskull]

"Uh-oh! That sounds familiar. Gotta go!" [Beast Man recognizes He-Man's heavy knock on the Snake Mountain door]

"And I do not look like you!" [A frustrated Skeletor bemoans his heroic double]

"Glad I could help, He-Man." [Skeletor's heroic clone bids farewell to the heroes]

SYNOPSIS Skeletor, Evil-Lyn, and Beast Man are all enduring a bad storm at Snake Mountain. When the storm clears, the villains notice a new passageway, which Skeletor believes was opened during the storm.

The three walk inside and discover a giant object shrouded by a veil. Skeletor reads an inscribed message, and Evil-Lyn confirms it to be the ancient Mirror of Moravad, which can create an evil double of anyone in its reflection. Skeletor immediately sees it as an opportunity to assault Castle Grayskull, as long as he can use a friend of He-Man's.

At the Royal Palace, the heroes await the arrival of Kol Darr and his steed Shadow Master. Skeletor decides that Kol Darr would be the perfect person for his scheme and orders Beast Man to create a diversion. Upon receiving an urgent message, the heroes fly out to Catheranay to stop an attack by Sand Crawlers, unaware that Beast Man is controlling them.

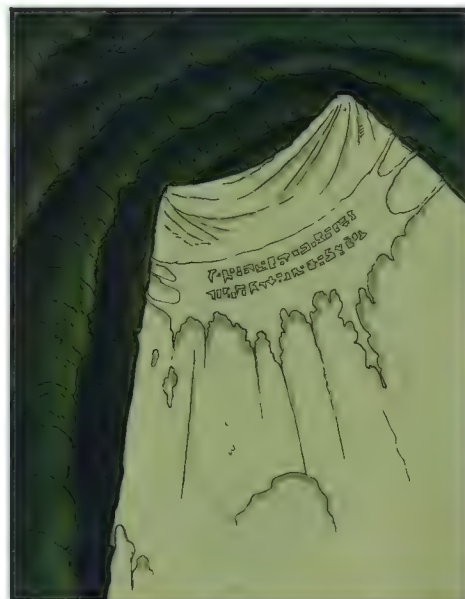
Evil-Lyn captures Kol Darr, and Skeletor hastily uses the Mirror of Moravad to produce an evil double of him. The double rejoins He-Man and asks to see the inside of Castle Grayskull. However, upon entering the castle, the evil Kol Darr reveals his true nature.

At Snake Mountain, the real Kol Darr tricks Skeletor into standing near the Mirror of Moravad, producing a good version of Skeletor. As He-Man and the evil Kol Darr battle inside Castle Grayskull, the good Skeletor arrives at the Royal Palace, revealing the latest scheme of the Evil Warriors. The evil Kol Darr soon finds the Guardian of the secrets of Castle Grayskull and reveals that he wants to use the power to take over Eternia, which results in his destruction.

The heroes and the good Skeletor journey to Snake Mountain and release Kol Darr, at which point the good Skeletor enters the Mirror of Moravad and destroys it.

MORAL MAN-AT-ARMS. "You know, sometimes we think of people as being all good or all bad. But we shouldn't. Very few people are all bad. It may be hard to find but if you look for it, chances are you'll find some good in almost everyone." **ORKO.** "And the best way to start is to never judge anyone by the way they look but rather by what they do. Actions speak louder than words—or appearances. It's something to—reflect on. So long!"

REVIEW With this episode, J. Michael Straczynski comes up with a good idea but wastes it. When we learn that Skeletor is going to clone one of He-Man's friends, our minds race through all the wonderful characters we have seen over the years. Instead, the utterly forgettable Kol Darr is introduced. It is a strange choice to clone a character that we have never met before and have no vested interest in. The other problem is that Kol Darr comes across as unlikable even before he is cloned; his annoying voice and character design are truly grating. Once the good clone of Skeletor is created, this episode descends into a number of pointless comedic scenes. **3/10**



SAME/AS

The animation of Skeletor leaping out of the shot was previously used in "The Cosmic Comet."

The sequence of Skeletor performing a midair somersault is based on the same stock sequence used for He-Man.

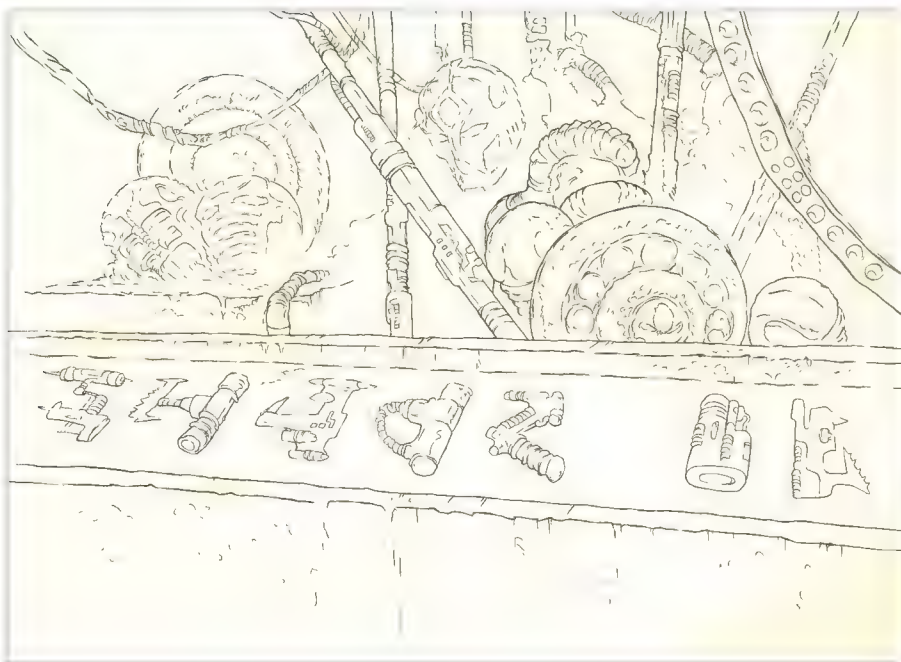
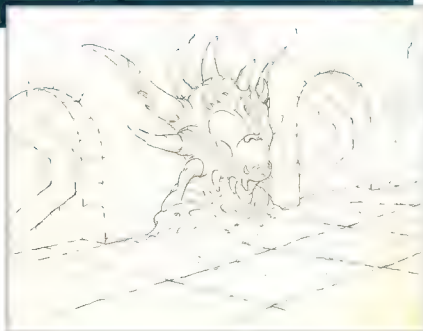


DELETED SCENES

In the opening scene, Evil-Lyn commands the storm passing over Snake Mountain to attack Beast Man.

In the original script, He-Man defeats the Sand Crawlers by pushing the sand up around them, creating a "sand castle," as he calls it.

A removed scene had Kol Darr warn Skeletor that he is his own worst enemy just as the good Skeletor arrives at the Royal Palace to side with the heroes.



TRIVIA

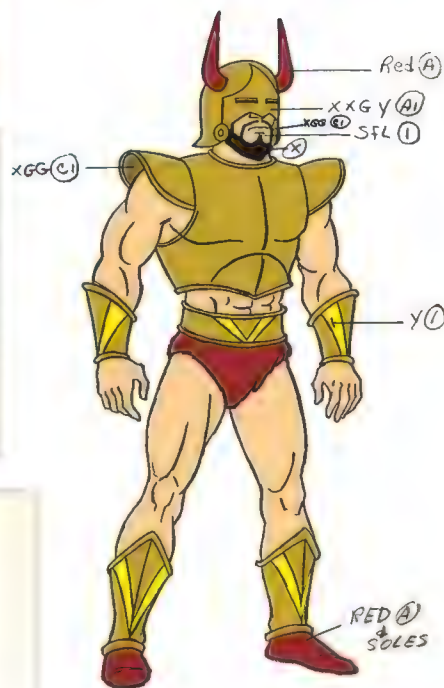
- J. Michael Straczynski originally wrote Kol Darr as an intended addition to the Heroic Warriors, but because the character appeared so late in the season, he only made this one appearance.

- The character of Kol Darr is voiced by John Erwin.

- The battle in the village of Cathenay with the Sand Crawlers is later referred to in "Mistaken Identity."

- Originally in his design the Guardian was more human in appearance.

- Jay Scheimer is the voice of Queen Marlena in this episode.



Above: Kol Darr was designed to be an ally of He-Man. Unfortunately, his voice belied his heroic appearance.



THE ETERNIA FLOWER

CAST Battle Cat, Burbie, Chad, Chimera, Count Marzo, Cringer, He-Man, Jonno, King Randor, Orko, Prince Adam, Queen Marlena, Sorceress, Teela

SYNOPSIS At the Royal Palace, Prince Adam, Cringer, Orko, and Teela await the arrival of Chad and his brother Jonno. Upon arriving, Jonno flies away, but Chad promises that he will return for the ceremony that night where Jonno will be accepting the Boy of the Year award.

In a mountain range, Jonno meets Count Marzo, who gives him an exotic black flower: an addictive drug called the Black Nightmare. Count Marzo makes Jonno promise to bring all the children to him tonight, and Jonno agrees, anxious to inhale the aroma from the flower. Jonno, on a drug high, departs for the ceremony. At the Royal Palace's amphitheater, King Randor gives a speech to the crowd about Eternia's youth being the future of the planet. As Chad goes to look for his brother, Jonno appears. Much to everyone's shock, he is balancing on a high wall, but He-Man and Teela rescue him.

The following day, Count Marzo kidnaps Jonno and Chad just as Orko informs Prince

Adam and Teela that Count Marzo, who had a black-flower farm on Trolla, is behind Jonno's odd behavior.

In the meadows, Count Marzo explains to Jonno and Chad that he plans to introduce himself, and his flowers, to the young people of Eternia, hoping that his Black Nightmare will turn them into a drug-dependent army. Seeing Count Marzo give Chad a black flower, Jonno realizes his mistakes and tells his youthful friends to leave. Prince Adam, Cringer, Orko, and Teela arrive in their Wind Raider just as Chimera summons the Wolf Bats. He-Man defeats the Wolf Bats, but Count Marzo and Chimera both escape.

At Castle Grayskull, the Sorceress transports the heroes to the planet Erronea, on which Count Marzo is now based. He-Man, Battle Cat, Teela, and Orko enter Count Marzo's lair, capture him and Chimera, and destroy all of the black flowers.

MORAL **TEELA.** "Do you know someone who uses drugs the way Jonno used that flower? Drugs can be dangerous because of the effect they can have on the mind and body. The price one pays for the feeling a drug gives can be a loss of control, hurting someone you love, or something much worse. People often get sick playing with drugs. Some even die. Never take drugs from other people, even if a close friend says it's all right. Check with someone who really loves you. See you next time."

REVIEW An episode that brings back Chad and Burbie, and Count Marzo and Chimera, should be celebrated. But in this case the returning characters are sadly undeveloped in an episode with a dragging plot. This episode should focus on Jonno's dependency on the Black Nightmare, but instead it foolishly chooses to show the character on a high, rather than at his lowest moments. The episode descends into a strange story in which the heroes find themselves constantly chasing Count Marzo across Eternia. By far the worst part of the episode involves the heroes hurriedly traveling to another world to stop Count Marzo, with the story literally wrapped up in under a minute. **3/10**

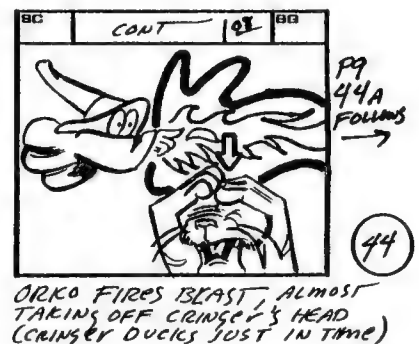


MEMORABLE QUOTES

"One sniff of my Eternia flower, fool, and you'll be Man-On-His-Face!" [Count Marzo crushes Chimera's desire to be Man-At-Arms]

"Well, if it isn't the flower man!" [He-Man mocks Count Marzo]

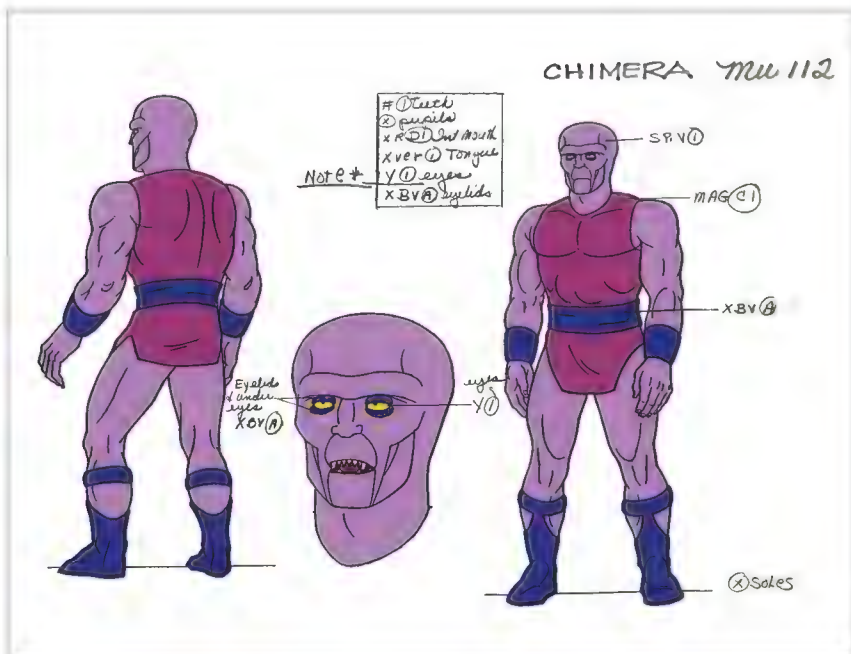
"Intruder in the castle! Intruder in the castle!" [Count Marzo's computer displays comic timing long after He-Man has entered]



SAME/AS

We see Prince Adam fire a laser from his wrist gauntlet. The animation used is from "Dawn of Dragoon" when he discovers that his Fire Ray shoots water.

When Count Marzo attacks He-Man, he raises both his hands and fires blasts at him; this animation was previously used in "The Once and Future Duke."



TRIVIA

• Chad and Burbie return from "Double Edged Sword," though Chad is slightly different in appearance and has much lighter hair.

• This episode also marks the return of Count Marzo from "The Once and Future Duke," though his ally Chimera has been dramatically redesigned.

• Orko speaks to his uncle Montork in this episode, but we do not get to see the conversation take place.

• When we learn that Count Marzo ran a flower farm on Trolla, once again the distance between Eternia and Trolla does not appear to be all that vast.

• This episode features three transformations of Prince Adam into He-Man, all shown at full length.

• In the last two panels of his storyboard, Jim Shull illustrated Cringer sniffing a Black Nightmare and subsequently collapsing with joy.



DELETED SCENES

A line of Cringer's dialogue was removed from the transformation sequence; as He-Man prepares to point the Sword of Power at him, Cringer says, "Now cut that out!"

In a deleted scene, when He-Man and the others storm his fortress on the other world, Count Marzo unleashes Crocogators, which He-Man effortlessly defeats.



Left: In Jim Shull's storyboards, the final two panels (never meant for production) show Cringer sniffing the flower and getting high!



HAPPY BIRTHDAY ROBOTO

CAST Cringer, He-Man, King Randor, Man-At-Arms, Modulok, Orko, Prince Adam, Queen Marlena, Roboto, Teela



MEMORABLE QUOTES

"Maybe we could just kick him. That always gets Father's Sky Chariot started." [Prince Adam suggests a method for activating Roboto]

"Astounding! I can make no sense of this being." [Roboto makes a comedic statement upon scanning Orko]

"Hello. Are you a friend of Man-At-Arms?" [Roboto questions Modulok, who has just smashed through a wall]

SYNOPSIS Prince Adam and Man-At-Arms are flying above the Sands of Time in the Wind Raider when a signal alerts them to something hidden in the sands below. They land the Wind Raider, and after Prince Adam transforms into He-Man, they discover a large alien ship. Just as they prepare to explore the ship, a Sand Scuttler attacks. He-Man is able to overpower the creature, and upon entering the ship they find the pilot, a robot, badly damaged at the controls.

Back in the Royal Palace, Prince Adam and Man-At-Arms are shocked when Orko inadvertently revives the robot. The alien being introduces himself as Roboto, an explorer from the planet of Robotica. As Roboto meets King Randor, a spying Modulok sees an opportunity to exploit his abilities. That night, Modulok breaks into the Royal Palace and disables Roboto.

The following morning Prince Adam and Man-At-Arms discover that Roboto is

missing and immediately set out to find their new friend. In his lair, Modulok successfully brainwashes Roboto, and the pair overthrow Station Zeta, Eternia's foremost research laboratory.

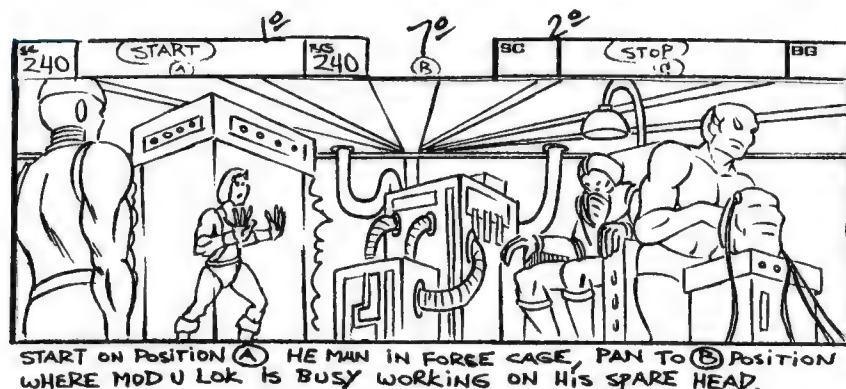
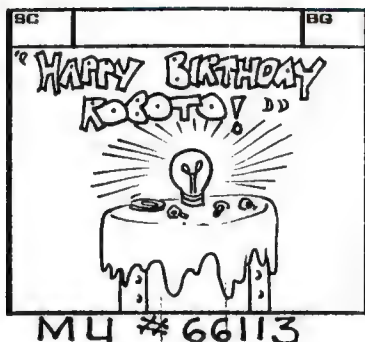
He-Man and Man-At-Arms, having followed Roboto's signal via the Wind Raider, arrive to save the day, but Roboto, under Modulok's control, creates a massive electrical charge, stunning the heroes. Modulok places Man-At-Arms within his Brain Transfer Machine, which he hopes to use to transfer Man-At-Arms' brainpower into his extra head. He-Man, trapped in a force field, begs Roboto to fight for his true friends. Roboto struggles but finally breaks out of Modulok's control and frees He-Man, severely damaging himself in the process.

He-Man defeats Modulok and liberates Man-At-Arms, and they all return to the Royal Palace, where Man-At-Arms succeeds in fixing Roboto.



MORAL TEELA. "It's too bad, but sometimes people think that doing the right thing . . . is just too much trouble. When a friend is in trouble, there isn't time to wonder whether you should or shouldn't help. You just do it. And sometimes, the one you help will turn around and help you. Remember, every time you help someone, the good comes back to you . . . sometimes in ways you don't even know about. But it does. Another thing—there's nothing in the world quite like the feeling that comes from knowing you've done something good for someone else! Well, see you next time!"

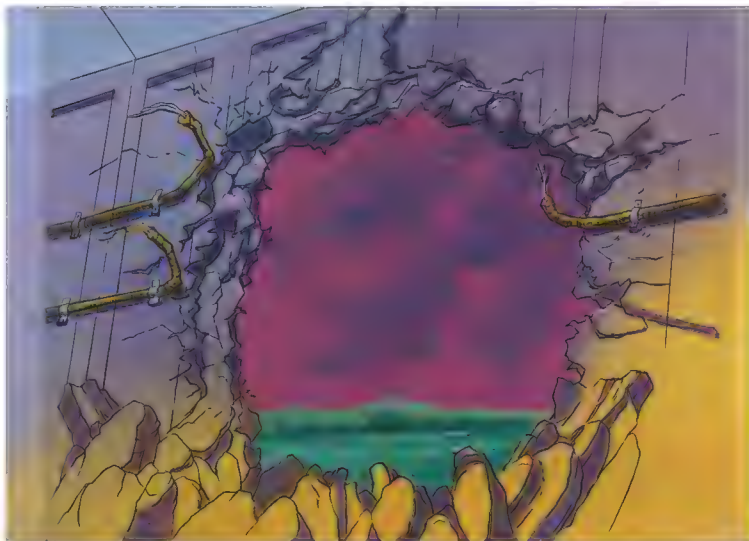
REVIEW Larry DiTillio introduces Roboto into the series while successfully avoiding the problems posed by such blatant product placement. This is in part thanks to the script's reliance on Modulok, a character who is so devilishly evil that he steals each and every scene that he appears in. The story of Roboto and Modulok's desire to control him is well staged and directed; we often find ourselves forgetting about He-Man and Man-At-Arms. The heroes get few chances to make their presence felt in the episode. This is by far Modulok's best appearance in the series, but by no means is this one of the best episodes. 5/10



SAME/AS

Station Zeta appeared previously as the Region of Stardica in "Like Father, Like Daughter," Polonia in "Castle of Heroes," and the Weather Station in "The Ice Age Cometh."

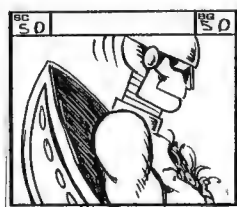
The drilling machine that Modulok activates is the same one used by Skeletor in "The Search" and "The Games."



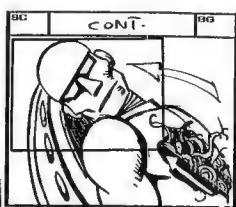
DELETED SCENES

A removed scene had Roboto scan Prince Adam shortly after scanning Man-At-Arms, revealing "less intelligence than previous subject"; Man-At-Arms turns to Prince Adam, saying, "Sorry, Adam..."

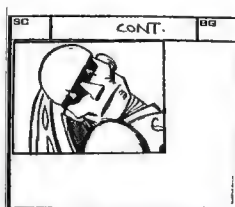
The "family resemblance" between Man-At-Arms and Roboto is further explained in the script when Orko is supposed to knock on Man-At-Arms' chest armor—a moment that didn't make it to the final episode.



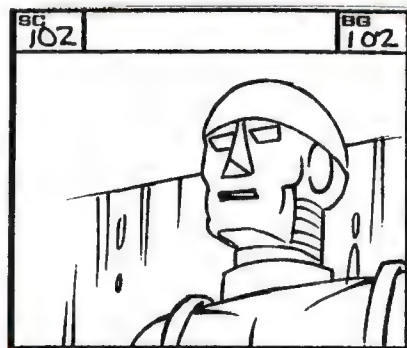
BODY OF PILOT WOBBLES IN STRAIGHTENED UP POSITION (HOLD A BEAT) ...



PILOT FALLS OVER AGAINST CHAIR FROM IT'S OWN DEAD WEIGHT, THEN TRUCK TO FLD CUT

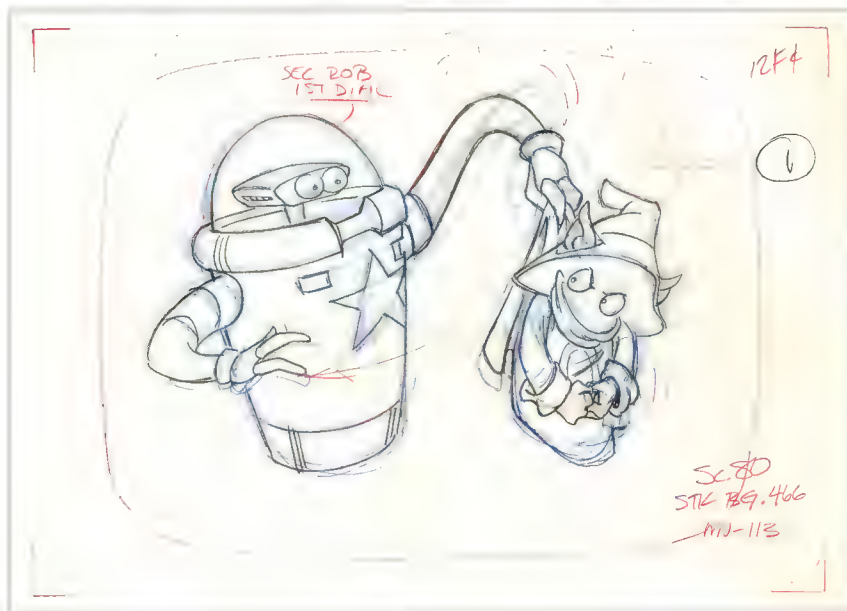


PRINT LIGHT GLIMMERS IN ROBOTS EYES (AS IF TRYING TO STAY ALIVE)



ROBOTO~
Forgive me if I appear rude, but I have never seen beings of your kind before. May I scan you?

Above: Mike Sosnowski had not been given the character model for Roboto; thus his boards show a unique version of the character.



BATTLE OF THE DRAGONS

CAST Granamyr, He-Man, Man-At-Arms, Morningstar, Orko, Prince Adam, Targon



MEMORABLE QUOTES

"Have you ever tried to bargain with a dragon?" [Man-At-Arms sums up the peace treaty between dragons and humans].

"They have not fought in a war for a long time, and they have forgotten what it's like. They have forgotten the pain, the darkness, the madness that is war." [Granamyr makes a chilling speech]

"I haven't laughed this hard—in a thousand years!" [Granamyr finally breaks character]

SYNOPSIS Summoned by Granamyr, He-Man and Man-At-Arms fly in the Wind Raider to Darksmoke, unaware that Orko has sneaked aboard. They are to represent Eternians everywhere at the anniversary of the treaty between dragons and humans.

In an underground meeting place, Morningstar procures the Ice Crystal from Targon and to test its abilities freezes the Ice Troll. Morningstar throws the Ice Crystal into the slumbering Granamyr's fire pit. With the flames extinguished, Granamyr appears, enraged and wanting to know who is responsible for invading his home, putting out his fire, and stealing his magic. Desiring to start a war between the dragons and the humans, Morningstar blames the humans.

With humans now the enemy, the dragons vent their anger on the approaching Wind Raider, forcing He-Man and Man-At-Arms to crash-land. Morningstar manages to incite

his fellow dragons to declare war on the humans, but Granamyr stays behind.

He-Man, Man-At-Arms, and Orko arrive in Granamyr's home, where they find the great dragon saddened by his people's desire for war. The heroes volunteer to find the magic fire to restart Granamyr's fire pit. They travel into the Pit of Shadows, where Orko's magic retrieves the fire just as Morningstar and the dragons begin their war on the humans. Morningstar tries to prevent Orko from restoring Granamyr's fire, but Orko hides the fire in his hat. The magic flame is too much for Orko to handle, causing him to emit magic surges that drive Morningstar away.

A restored Granamyr immediately challenges Morningstar's war, and the pair battle. Granamyr defeats his foe, ushering in a new era of peace between dragons and humans and announcing the building of the City of Peace.



MORAL MAN-AT-ARMS. "Today, I want to talk to you about winning—and losing. When Granamyr had his fiery tug of war with another dragon, he won fair and square—and stopped. He let go, because as soon as you take advantage of being a winner, you've really lost. Remember: It's important to be a good loser, but sometimes it's just as important to know how to be a good winner! Winning is no excuse for bad manners. See you next time!"

REVIEW J. Michael Straczynski takes over the Granamyr writing chores and proves that he can write the great dragon just as well as Larry DiTillio. The story about a war between dragons and humans works because of the inclusion of Morningstar, who is scripted, designed, and voiced to perfection. The most powerful moment in this episode is Granamyr's tragic and haunting speech about war. It is one of the most beautiful pieces of dialogue in the series. Out of all of the characters in this script, Orko is surprisingly the one that works the best, even though in the presence of Granamyr he should not. The war that rages throughout the story brings welcome drama to this episode. **6/10**



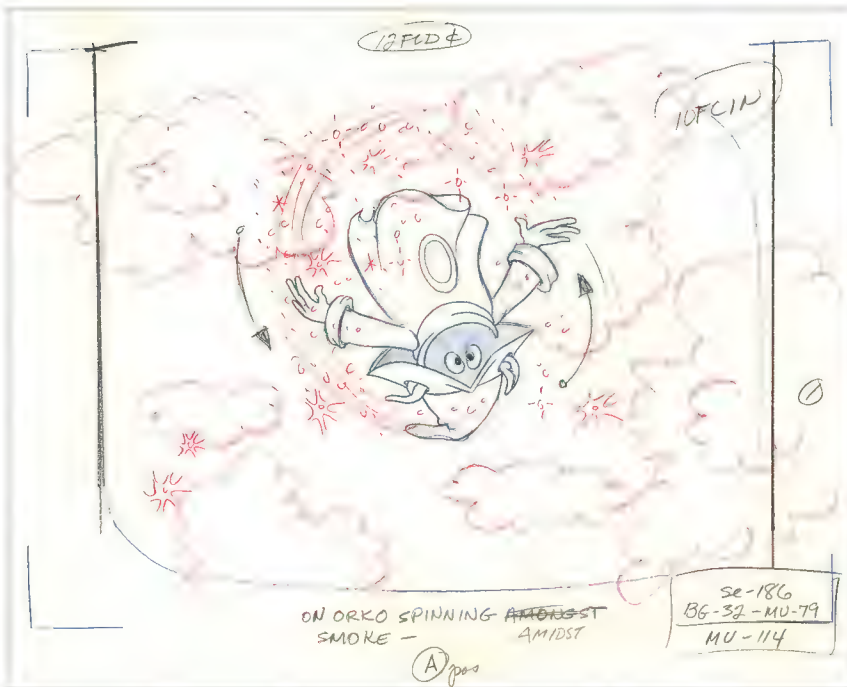
DEAR STEVE—
HERE ARE THE OPEN & CLOSED
MOUTHS FOR "MORNINGSTAR" WE ARE
USING IN THE MODEL SHEET—
PLEASE ANIMATE WHATEVER OTHER
MOUTH ACTION YOU WANT FOR DIALOGUE AS SOON AS POSSIBLE
AND WE WILL INCLUDE IT IN THE MODEL SHEET—
11/2/84—THANK YOU—DANE

SAME/AS

There are two types of dragons in this episode. The most familiar are the ones that appear in "The Dragon Invasion" but are painted in shades of red.

The design of the Ice Spider was previously used for Slush in "Region of Ice."

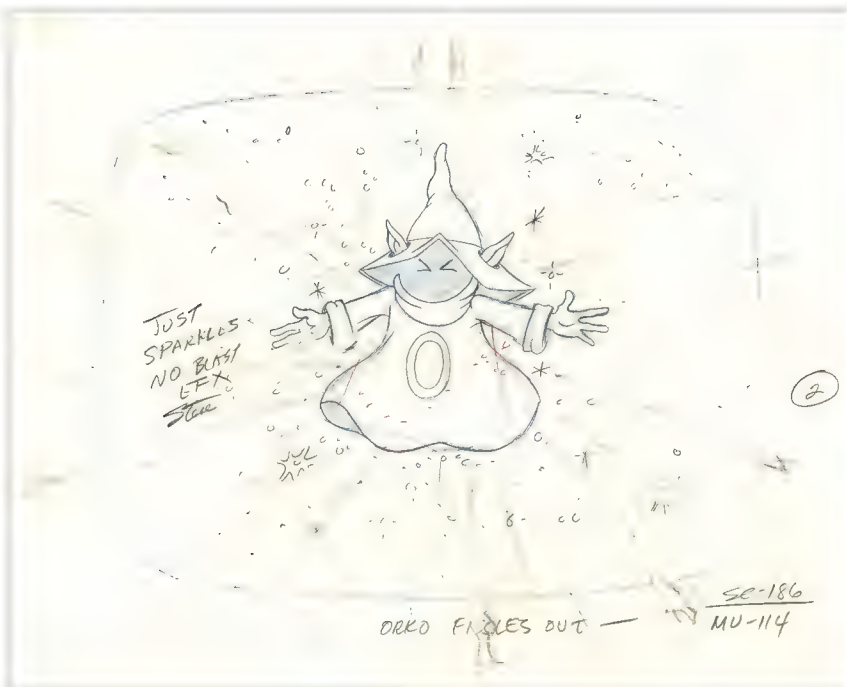
The many sequences of Orko flying around powered by the dragon fire would later be used in the "I Have The Power" music video.



DELETED SCENES

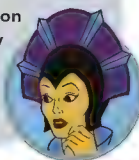
In the script it is indicated that Granamyr should roar upon finding his fire pit extinguished—a roar so loud that dragons everywhere hear it and immediately fly to his aid.

Act 1 originally ended with Morningstar declaring that "the days of dragon rule—have arrived!"



TRIVIA

- Besides Larry DiTillio, J. Michael Straczynski is the only other writer in the series to write a Granamyr-based episode. He would later write "Darksmoke and Fire," another Granamyr episode for the *She-Ra* series.
- Charles Zembillas designed Morningstar, having originally designed the look of the character for "The Dragon Invasion."
- As in his previous appearances, the character of Granamyr is voiced by John Erwin.
- There is some amusing ad-libbed rowdy shouting when Morningstar incites the dragons to go to war.
- This is the first and only time in the series we see Granamyr laugh. His return in the *She-Ra* episode "Darksmoke and Fire" would have him in a much lighter mood (mainly because he is younger), but he did not laugh.
- This episode was released on video in the UK with "Happy Birthday Roboto."



Left: The layout artwork depicts a great deal of movement and special effects as Orko attempts to control Granamyr's magic.



TIME DOESN'T FLY

CAST Battle Cat, Count Fall, Cringer, Emperor Kathar, He-Man, Hexon, Keeper of Time, King Randor, Lady Spring, Miss Summer, Mr. Winter, Orko, Prince Adam, Princess Kathay, Queen Marlena, Teela



MEMORABLE QUOTES

"For he who thinks of others first will always be remembered."

[Princess Kathay shares one of her numerous proverbs]

"Looks like I've got a wizard to catch." [Battle Cat prepares to catch a falling Hexon]



SYNOPSIS In the middle of the afternoon while playing a game, Prince Adam, Cringer, Orko, and Teela notice that time seems to have stopped. They hear a cry for help and discover a young girl has fallen into a large hole in the ground. Teela attempts to save her but also falls in the hole, necessitating the appearance of He-Man and Battle Cat. The heroes leap in the hole and discover a Holepher, a creature with a keen sense of time that appears to be lost. He-Man guides the Holepher back to his underground home and helps Teela and the young girl get out of the hole.

The young girl reveals herself to be Princess Kathay, daughter of Kathar, the emperor of Simbar. She explains that she is on a mission to Hourglass Mountain to free her father and the Keeper of Time, both of whom have been captured by the evil wizard Hexon. The villain has stopped time so that Emperor Kathar cannot appear before the

Council of Seasons on the first day of spring to request permission to rule for another year.

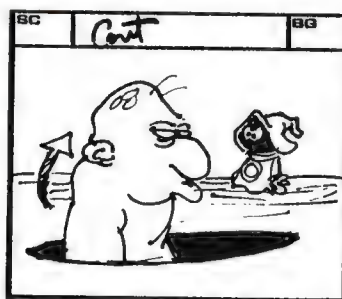
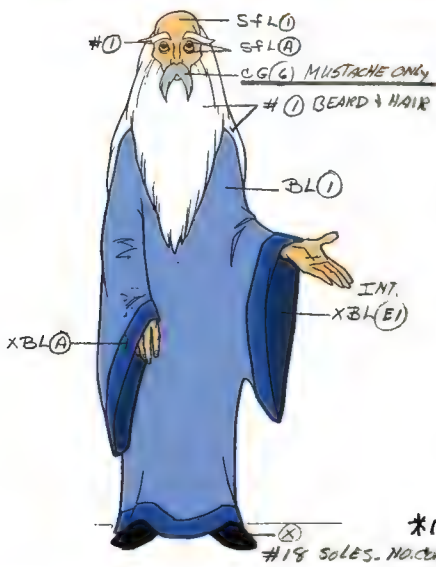
The heroes battle Hexon as they attempt a rescue mission, and eventually they save the Keeper of Time and Emperor Kathar. He-Man learns that Hexon has sent the Sands of Time to the Sand Dunes of Ranyur.

Hexon arrives at the Council of Seasons and asks to be made emperor of Simbar. Princess Kathay stops him and asks for more time as He-Man desperately searches for the Sands of Time. Hexon appears and traps He-Man and Battle Cat in a whirlwind created by the very Sands of Time that they are searching for. Orko appears and manages to get the Sands of Time to follow him back into the hourglass as He-man overpowers Hexon.

The Keeper of Time manages to restart time once more, and the Council of Seasons grants Emperor Kathar another year of rule.

MORAL HE-MAN. "Have you ever wondered what it would be like if time did stand still? The flowers and the plants would never develop to their full potential, and neither would you. Time is important to everyone: plants, animals, and you. As you grow, you learn, and as you learn, you change and develop. And that development is the thing that determines your future. So time is our friend. If we use our time wisely, we'll enjoy all the good things that life has to offer."

REVIEW Sometimes a writer tries to introduce something new into the lore of the series. On this occasion the writer fails. Throughout this episode we endure many new faces. We are introduced to the dull Princess Kathay and her father, Emperor Kathar, both of whom are so stereotyped that it borders on the offensive. The villain Hexon has to be by far the most pointless villain in the series. And while the Council of Seasons is a good idea, the part it plays in the story is as bad as the story itself. The biggest offense is Hexon's plan, which actually makes no sense whatsoever, cementing this episode as one of the worst of the series. 1/10



a Large "Holepher" comes up
* Models (see script description)



They both take in FRIGHT

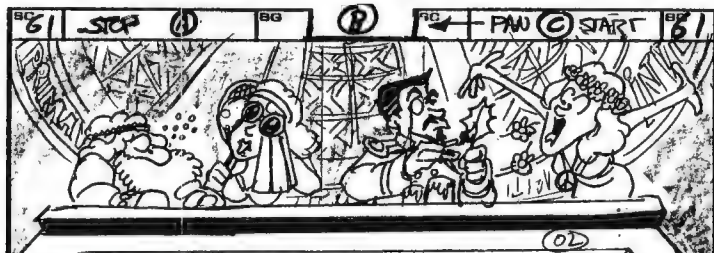
Yikes!
ORKO (con't)

SAME/AS

The Holepher's character model was previously used for Moak in "The Gamesman."

The electrical giant's character model was previously used for Byte in "Day of the Machines."

In this episode we see He-Man's overhead sword chop also seen in "House of Shokoti" Part 2. However, a new action is added on this occasion: we see him unsheathe the sword before chopping.



INT TEMPLE OF SEASONS
We SEE a long dais with four figures sitting behind it. Mr. Winter is sleeping (SFX: LOUD SNORING). Lady Spring is surrounded by flower buds. She is trying to open them by hand. Miss Summer (wearing sunglasses) is weeping sadly, and Count Fall has several green leaves he is trying to paint orange and yellow.

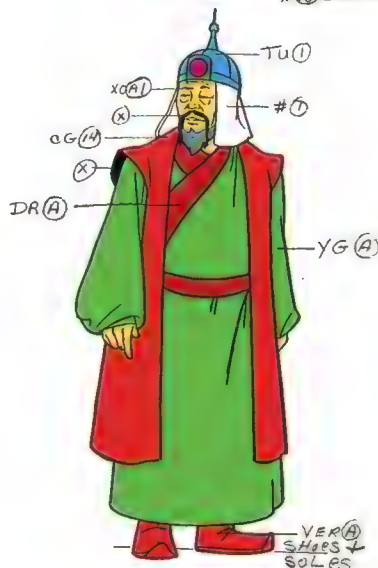
Here we are, Lady Spring, Miss Summer, Count Fall, and Mr. Winter, with nothing to do!

NOTE: AS WINTER SNORES, HIS OUT OF HIS MOUTH AS SPRING TALKS, FLOWERS COME OUT A LA BOTTELLI

DELETED SCENES

Cringer's line as he and Prince Adam stand in front of the temple where the Council of Seasons resides was originally "You go ahead, Adam. I'm—I'm a little busy."

While climbing up Hourglass Mountain, in the script, Orko has a brief disagreement with a leaf.



TRIVIA

• This episode introduces new facets of Eternian life, such as how the planet functions with the Council of Seasons and the Keeper of Time.

• The script indicates that each member of the Council of Seasons should be very visual: Lady Spring buried up to her neck in flowers, Miss Summer sunning herself under a sun lamp, Count Fall painting leaves, and Mr. Winter sleeping soundly. Only Mr. Winter's sleeping made it into the actual episode.

• In the storyboards for this episode, Tom Sito reused the character model for Zalt when illustrating Hexon.

• Marsh Lamore, the director of this episode, had previously been an animator on many Filmation series.



HERE, THERE, SKELETORS EVERYWHERE

CAST Battle Cat, Cringer, He-Man, Jade, Jeeta, Jova, King Randor, Man-At-Arms, Mekaneck, Modulok, Moss Man, Orko, Prince Adam, Queen Marlena, Skeletor, Sy-Klone, Two Bad, Whiplash



MEMORABLE QUOTES

"Gee, how'd that happen?"

[Whiplash attempts to be cute when admonished by Skeletor]

"Here comes King Skeletor!" [Skeletor announces his arrival as he and his Skeletoids march toward the Royal Palace]

"Ready, boys?" [He-Man prepares his two half-sized duplicates for action]

SYNOPSIS In a secluded area of the forest, Prince Adam, Cringer, and Orko watch as Man-At-Arms tests his new Duplicator. After testing it on a rango-berry he realizes that the machine can only make duplicates that are half the size of the original. Moss Man, who has been sleeping disguised as a bush, awakens, but upon learning that he is disturbing a secret test, he wanders off.

Meanwhile, Skeletor and Whiplash spy on the heroes, with Skeletor expressing his desire to obtain Man-At-Arms' latest machine. As the heroes make their way back to the Royal Palace in the Wind Raider, the villains use an unseen ray from the Roton to force it down into the Tar Swamp. Prince Adam transforms into He-Man and pulls the Wind Raider out of the swamp. Man-At-Arms manages to get the engines working again, and they continue their journey.

Back at the Royal Palace, Man-At-Arms prepares to duplicate Bambite, a mineral

that gives a peaceful, bear-like race the ability to turn invisible, allowing them to gather food without the wild animals of the forest attacking them. Skeletor and Whiplash appear and steal the Duplicator.

As the heroes give chase, Skeletor uses the machine to create an army of duplicates of himself, which he dubs the Skeletoids. The Skeletoids soon overthrow the Royal Palace, but Jova, a member of the bear-like race, still has a piece of Bambite. He-Man, Battle Cat, and Jova use it to turn invisible, sneak out of the palace, and make their way toward Snake Mountain. Whiplash and the Skeletoids capture them and take them to Skeletor.

The Skeletoids turn on each other, and He-Man duplicates himself in order to destroy the Duplicator, at which point all the duplicates vanish. Jova discovers the supply of Bambite that Skeletor stole from his people.



MORAL **MAN-AT-ARMS.** "Today, we discovered that getting what you want isn't always a good thing. When we like something, particularly something sweet, it's easy to want more and more! But nearly every time, if you have too much of something, no matter how much you want it, you'll find that it . . . disagrees with you. So next time you see some candy, remember—you can have too much of a good thing." **ORKO.** "Except me, of course—right, Man-At-Arms?" **MAN-AT-ARMS.** "We'll . . . talk about it later. See you next time!"

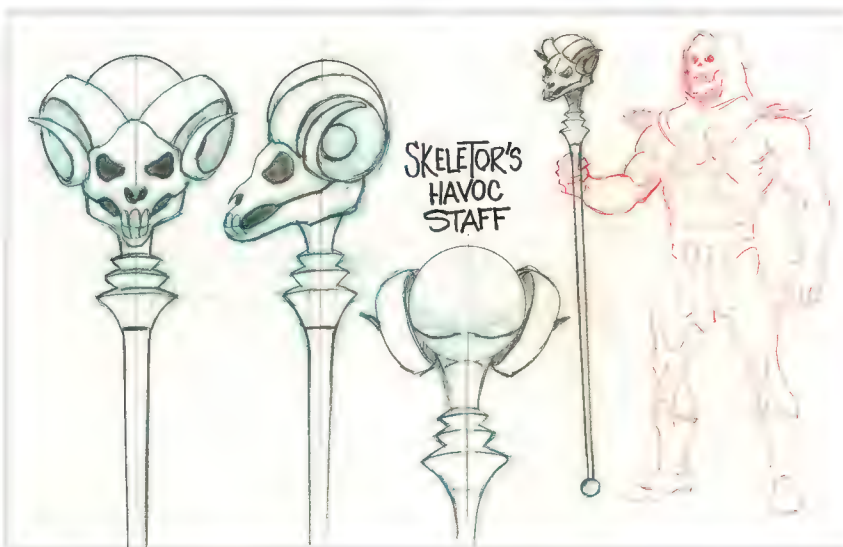
REVIEW This episode is a prime example of a script that completely wastes its opportunities. The premise that Skeletor steals a machine that can create clones of himself is great, even if the clones are half his size. Sadly the Skeletoids never reach their potential. The subplot with the Bambite is tiresome, as is He-Man and Mekaneck's wasted journey in the wrong direction across a ridiculously placed minefield. The bad story is accompanied by awful product placements. Moss Man and Sy-Klone make two of the most pointless appearances in the history of the series, and Modulok and Two Bad are thrown into one shot with little purpose. **2/10**



SAME/AS

Man-At-Arms is shown to have his arms folded near the beginning of the episode when arguing with Orko; this cel image was previously used in "Diamond Ray of Disappearance."

Skeletor's shocked expression upon seeing He-Man and his clones was previously used in "Colossor Awakes."



DELETED SCENES

In a line of dialogue removed from the episode, when Prince Adam first appears in front of his parents he states that he was just in a "sticky situation," referring to the earlier incident with the Wind Raider trapped in the Tar Swamp.

Spikor was also supposed to appear in the shot with Two Bad and Modulok.



TRIVIA

- The duplicating machine's purpose in this episode is very similar to that of the Maturator used in "The Bitter Rose."

- This episode marks the first appearances of Moss Man, Sy-Klone, and in a cameo appearance, Two Bad.

- In one scene Modulok appears to be working for Skeletor's Evil Warriors, contradicting his solo appearances, where Skeletor would not let him join the Evil Warriors.

- Alan Oppenheimer's Skeletor voice was in part influenced by the voice he performed for Ming the Merciless in Filmation's *Flash Gordon* series.

- Cinnamon-Wengrod, the writer credit given for this episode, is actually the name of a writing partnership between Ken Cinnamon and Karen Wengrod, both of whom wrote for numerous cartoon series.

- Many artists at Filmation were not happy drawing Mekaneck due to his strangely shaped head, which often required a ruler to illustrate.

- Jova, Jeeta, and Jade were designed to be pandas, hence the distinct markings on their faces. However, it was decided to color them to look like brown bears.

- As two of the Skeletoids are talking in the Royal Palace courtyard, an entrance to the palace can be seen on the left of the screen. But due to the overlay being placed on the wrong background, the interior of the palace is transparent, and the sky can be seen under the line art.

- Moss Man was designed by character artists Gerald Forton and Herbert Hazelton.

- Jova, Jeeta, and Jade were designed by character artists Lew Ott and Pat Wong.

- In the model sheets for Modulok, the character's name is often spelled "Mod U Lok."



Left: Sy-Klone makes his first appearance in the series.



BEAUTY AND THE BEAST

CAST Battle Cat, Beast Man, Cringer, Evil-Lyn, He-Man, Monster of Moragore, Orko, Prince Adam, Skeletor, Sorceress, Storyteller, Sy-Klone, Teela, Whiplash



MEMORABLE QUOTES

"Awfully nice of Skeletor to contribute building material for the new hospital." [He-Man foresees a use for the large pile of destroyed Spiderdroids]

"I am known, through no fault of my own, as the Monster of Moragore." [The Monster introduces himself to Teela and Orko]

"Patience, Adam. The way will be difficult ... even for He-Man." [The Sorceress prepares Prince Adam for his forthcoming rescue mission]

"Your people run because they do not have a leader. Show some strength and character, and your people will follow you anywhere—no matter how you look!" [Teela's speech begins to convince the Monster]

"No, Skeletor. This time you ask too much." [The Monster finally stands up to Skeletor by refusing to stop He-Man]



SYNOPSIS In the grounds of the Royal Palace, the Storyteller is telling a group of children the story of Beauty and the Beast. Prince Adam, Cringer, Orko, Teela, and Sy-Klone listen until the peace is broken by an alarm. The heroes look to the skies and see an attack by Skeletor's army of Spiderdroids.

As He-Man, Battle Cat, and Sy-Klone battle the army, Teela and Orko cover the defense perimeter outpost, where they detect unfamiliar life forms. Skeletor, Evil-Lyn, and Whiplash suddenly appear. The villains kidnap Teela and Orko, placing them in Cryonic Capsules, and send them to Moragore, a kingdom under the control of Skeletor. When He-Man discovers Teela and Orko's disappearance, he journeys to Snake Mountain.

Meanwhile, Teela and Orko emerge from the capsules and are greeted by the Monster of Moragore. Skeletor informs He-Man that Teela and Orko are not at Snake Mountain,

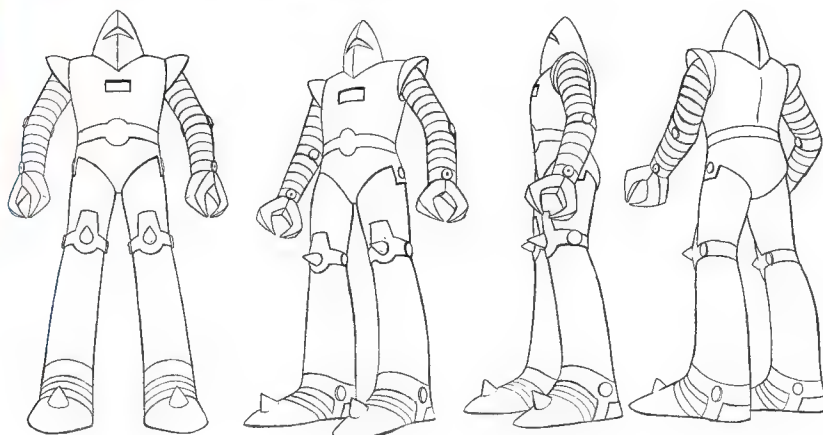
prompting He-Man to visit Castle Grayskull, where he learns that Teela and Orko are being held by the Monster of Moragore.

He-Man goes to Moragore, where the Monster, at Skeletor's command, unleashes the MoRobot. He-Man and Battle Cat defeat the robot and follow the maze, which is fraught with many dangers. Teela convinces the Monster, who is actually a cursed prince, that his appearance does not matter and that he can still rally his people against Skeletor.

When the Monster finally stands up to Skeletor, the villain takes matters into his own hands. However, He-Man overcomes the final obstacle within the maze and confronts Skeletor. The Evil Warriors flee, realizing their own means of escape are the Cryonic Capsules, which they subsequently board and travel back to Snake Mountain in. The heroes watch as the curse on the Monster and his kingdom is lifted.

MORAL **TEELA.** "Well, Orko, did you learn a lesson?" **ORKO.** "I sure did—that sometimes fairy tales can come true!" **PRINCE MORAGORE.** "My lesson was more difficult. With Teela's help, I learned to look past my ugliness. Because the truth is that no matter how you look, you're only as ugly—or as beautiful—as the way you act." **HE-MAN.** "A hard lesson, for sure ... but you learned it well."

REVIEW The attack on the Royal Palace is a promising start for this episode, but that is where the positives end. As soon as the Evil Warriors appear, the first thing we notice is that they are pathetically scripted. And as for Skeletor's plan, we can understand why he would want to have his captives held elsewhere on Eternia, but within the castle of a prince he recently disfigured seems like a poor choice. The Monster of Moragore should be a character rich in depth, with dialogue to emphasize the terrible curse placed upon him. Instead he is forgettable. What we end up with is an episode in which He-Man runs through the most uninteresting maze ever seen, and people are frozen. **2/10**



SAME/AS

Skeletor's Spiderdroids are the same as Trap Jaw's Spider Drones in "House of Shokoti" Part 1.

The overweight guards that accompany the Monster were originally used in "She-Demon of Phantos."

Some of the interior backgrounds for the Castle of Moragore were originally used for Tahryn in "Song of Celice."

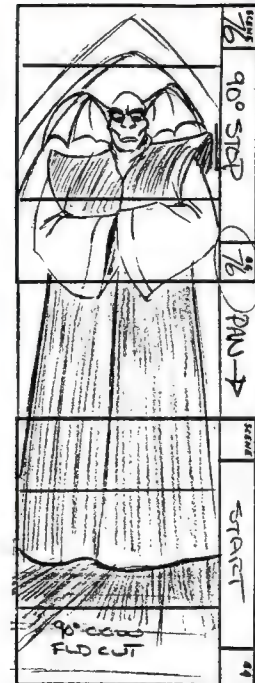
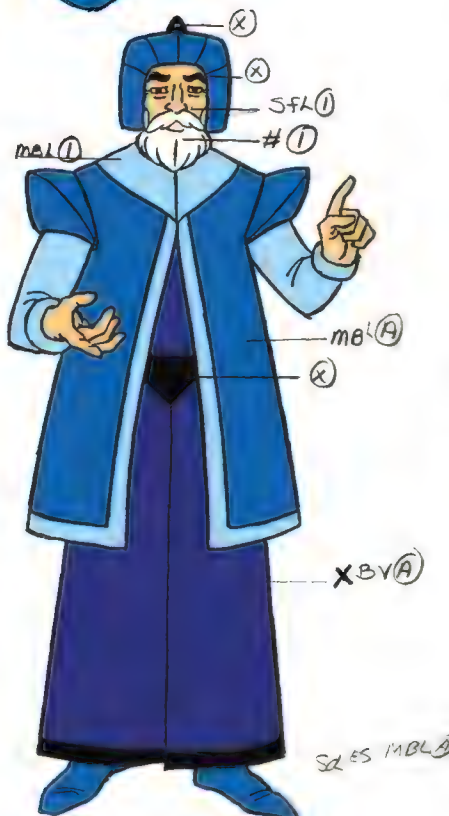


DELETED SCENES

During Whiplash's attack on He-Man, an odd removed scene had one of the boulders flying toward some fishermen in a boat outside of Snake Mountain. He-Man throws a large rock toward the foot of the mountain, striking the boulder and causing it to sail upward, avoiding the fishermen.

In the battle with the MoRobot, He-Man and Battle Cat work together, resulting in the MoRobot clamping its own foot with its claw.

In a removed scene, He-Man and Battle Cat have to avoid some force field rays shortly before entering the maze underneath Moragore.



TRIVIA

- The title card of this episode features an accompanying musical score exclusive to this episode.
- The Storyteller from "Not so Blind" makes a welcome return bookending the episode.
- Sy-Klone's voice in this episode is different to his previous appearance in "Here, There, Skeletors Everywhere."
- It appears that Prince Adam transforms into He-Man directly in front of Sy-Klone. This is poor direction rather than a continuity error.
- An odd scene during the episode shows Prince Adam and Cringer at Castle Grayskull asking the Sorceress for help; yet before and after this scene, they appear as He-Man and Battle Cat.
- The moral for this episode is unique in that it is written less like a moral segment and more like an additional scene that concludes the episode.
- Initially, Sy-Klone was designed so that his arms and chest were all one color. His design was revised to match his action figure on November 13, 1984.



ORKO'S RETURN

CAST Beast Man, He-Man, King Randor, Man-At-Arms, Orko, Polti Queen, Prince Adam, Queen Marlena, Sorceress, Teela, Trap Jaw

SYNOPSIS In a remote Eternian valley, Trap Jaw and Beast Man use the Amber Crystal of Millarca to create an impressive towering structure: the Amber Fortress, their new base of operations.

At the Royal Palace, while entertaining King Randor, Queen Marlena, Prince Adam, Man-At-Arms, and Teela, Orko suddenly vanishes. He finds himself in a clear cell within Beast Man's new fortress. Moments later, a Polti Communicator Ball floats into the Royal Palace, and from it, Beast Man and Trap Jaw address King Randor and reveal that they have kidnapped Orko. The payment of their ransom, all the Photanium in Eternia, will leave the kingdom defenseless.

Prince Adam and Man-At-Arms begin to search for Orko in the Attak Trak, as the Trollan finds himself only able to utilize his magic for Beast Man and Trap Jaw and not for himself. Prince Adam and Man-At-Arms begin scouting the base of the Amber

Fortress and soon find themselves under attack from powerful energy bolts. Prince Adam transforms into He-Man, and he and Man-At-Arms travel to Castle Grayskull to get answers.

The Sorceress tells He-Man that the Amber Crystal was once held by the ancient Polti. The Polti Queen turns He-Man away, saying a witch, Evil-Lyn, already broke her trust by stealing the Amber Crystal.

Meanwhile, Orko's magic plagues Beast Man and Trap Jaw, granting their wishes in ways that only do them harm. On his way out of the Valley of the Polti, He-Man rescues a pet in danger of falling off a mountainside. When the Polti bring He-Man and Man-At-Arms back to the Polti Queen, she entrusts them with the Nullifier, a device that will deactivate the Amber Fortress.

The device allows He-Man enough time to sneak inside the fortress, release Orko, and destroy the Amber Crystal of Millarca.

MORAL ORKO. "Hi, kids. I wanted to talk to you for a moment about today's show. You saw me playing tricks on my enemies . . . all sorts of tricks. And it was pretty funny. But sometimes people try to play tricks on each other . . . for fun. Well, it isn't! Lots of times a trick can scare our friends. Or even hurt them! So, play it safe and leave the tricks to the pros. Like me!"

REVIEW With its focus on Beast Man and Trap Jaw as the lead villains, this episode is refreshing. The episode is predominantly played for laughs, allowing Orko, Beast Man, and Trap Jaw to shine throughout. There is almost an odd camaraderie between the three characters that actually serves the script well. The only real mistake this episode makes is with the standard subplot that features the Polti; it just feels unnecessary. It gives He-Man and Man-At-Arms something to do, but it only makes us want to see more of Orko continuing to torment the villains. This episode is by no means the best, but it definitely has its moments. 6/10

MEMORABLE QUOTES

"It's about time we went into business for ourselves." [Trap Jaw enjoys new job opportunities]

"Enough of your nonsense, fuzzball. Dee la ka, dee la ra, dee la vee! Away from here—let me be!" [Orko uses inventive spell casting]

"Lots of Trollan Gooble. Roast Gooble. That's the best." [Beast Man appreciates the fine Trollan delicacy]

"Never thought I could miss that little trickster so much." [In a rare moment Man-At-Arms admits that he cares for Orko]

"We have no way to determine the justness of your cause, He-Man. Your request is denied." [The Polti Queen is not persuaded by He-Man]

"Just give me ten minutes. That'll be enough time for me to get across the Tar Swamp, zip through the Forgotten Forest, and cross over the Mystic Mountains and be safe at home!" [Trap Jaw desperately asks He-Man to make sure Orko gives him a head start in his escape]



ORKO
 Okay, so what exactly do you want me to do, Master?

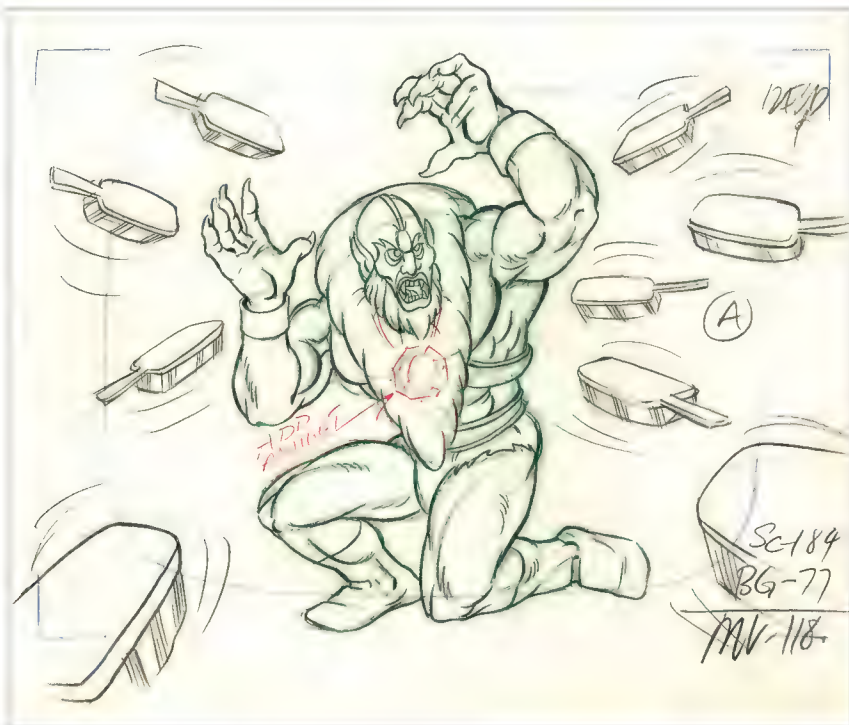


INT-AMBER FORTRESS...
 CLOSE ON ORKO STUCK ON
 WALL-LIKE A BUG IN LUCITE!

SAME/AS

The animation of Beast Man throwing the seeds is based on the rotoscoped stock animation of He-Man's overhead sword chop.

The shot of Teela with her hand on Man-At-Arms' shoulder was previously used in "The Sleepers Awaken" with He-Man in the place of Man-At-Arms.



DELETED SCENES

In the original script, this episode opens with Orko entertaining Queen Marlena with his magic in the style of Earth-based magicians.

The food that Trap Jaw is about to eat is called Geflin Grease Pie and is only eaten by mechanical beings like himself; the very thought of it makes both Orko and Beast Man nauseous.

A removed scene features various characters in the Royal Palace looking for Orko with little success.

TRIVIA

- The title card of this episode features an accompanying musical score exclusive to this episode.

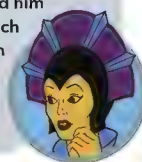
- Beast Man refers to Roast Gooble, a Trollan delicacy introduced in "Trouble in Trolia."

- During the transformation, the shot of the lightning exploding from the Sword of Power at close range is longer than in any other transformation in the series.

- This episode marks the final appearance of the Sorceress.

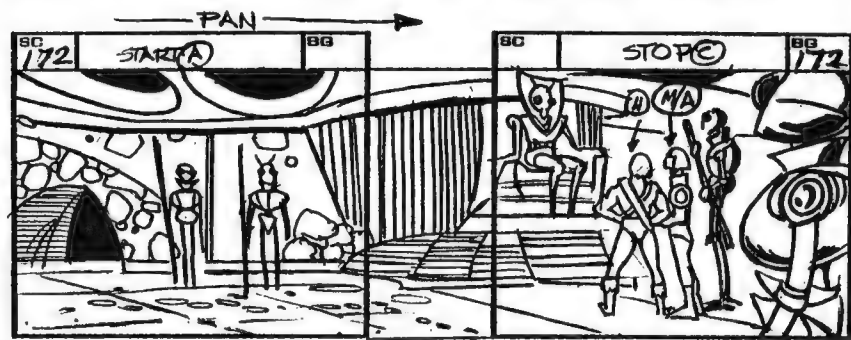
- Writer J. Larry Carroll would also use the Crystal of Millarca in an episode of Filmation's *Ghostbusters*, "Little Big Bat."

- Trap Jaw's near-final design had him illustrated with a longer arm much like his action figure's. His design was simplified late in production.



BONUS THE SAVAGE HENCHMAN:

Although this episode is primarily played for laughs, we do get some brief moments of the savage Beast Man, mainly in the opening few minutes. He comes across as a real threat when he makes his demands known to those in the Royal Palace. As soon as Orko appears and starts working his magic, Beast Man, while still evil, falls into the comedic-villain role.



INT COUNCIL CHAMBER OF THE POLTI

POLTI QUEEN

Many have come seeking the superweapons of the ancients. But our laws forbid us to share that terrible knowledge.

Bill Barry's storyboards for this episode were detailed and expressive.



VISITORS FROM EARTH

CAST Battle Cat, Beast Man, Colonel Mark Blaze, Cringer, Evil-Lyn, He-Man, King Randor, Major Andrea Steele, Man-At-Arms, Orko, Prince Adam, Queen Marlena, Screeech, Skeletor, Spikor, Teela, Two Bad

SYNOPSIS Two astronauts from Earth, Colonel Mark Blaze and Major Andrea Steele, are on a mission when they find themselves in another dimension. As their ship enters the atmosphere of Eternia, they detect life readings, but due to the ship being damaged and the special cargo they carry, Blaze does not want to risk the lives of those below. He orders Andrea to parachute out, and she lands within the grounds of the Royal Palace.

There she meets Queen Marlena, who is remembered on Earth as the famed astronaut Marlena Glenn. Andrea explains that their ship is carrying a missile that will be used to destroy a giant meteor on a collision course with Earth.

Blaze lands the ship outside the grounds of Snake Mountain, where Skeletor and Spikor capture him. Skeletor uses his Truth Scanner to learn of Blaze's mission and the missile that is aboard his ship. Skeletor retrieves the missile and heads to Castle Grayskull, intent on using it to destroy the castle.

Imprisoned, Blaze sends a signal to Andrea, and she, He-Man, and Battle Cat infiltrate Snake Mountain and succeed in rescuing Blaze from his cell. Man-At-Arms and Blaze repair the spaceship while He-Man and Andrea go to Castle Grayskull.

Screeech places the missile near the jaw-bridge, but He-Man interrupts Skeletor and Evil-Lyn's plans. Skeletor's blasts knock the missile into the abyss, so He-Man flies the Wind Raider into the abyss and retrieves it. The heroes realize that Skeletor damaged the ship's firing mechanism when he took the missile.

He-Man and Blaze, with the help of Queen Marlena's calculations, fly back through the space warp and find themselves in orbit around Earth. He-Man launches the missile, which destroys the meteor.

A short while later, the astronauts return to Earth, successful in their mission.

MORAL QUEEN MARLENA. "Today's story was make-believe. You know that Earth was never really in any danger. But you can still learn something very important from today's adventure. Andrea and Colonel Blaze would never have accomplished their mission if He-Man and his friends had not joined together to help them. Helping others is a wonderful thing, and when you do you're really also helping yourself. . . You see, for one thing it makes you feel good. Who knows? The next time you may be the one who needs the help."

REVIEW Connecting Eternia with Earth in such a direct way is a brave move on Mike Hazy's part. Fortunately, he succeeds, crafting a memorable, action-packed, character-laced story that takes us all over Eternia and finally to the planet Earth. What this episode does cleverly, at certain points, is look at the world of Eternia through the eyes of an earthling; the scene with Mark Blaze meeting Skeletor is fantastic. The only downside to this episode is that we do not get to see enough of Queen Marlena, who should have been the star of this episode. Her final scene at the Royal Palace is beautifully written. This episode borders on being one of the classics but falls just short. Only just, though. **8/10**

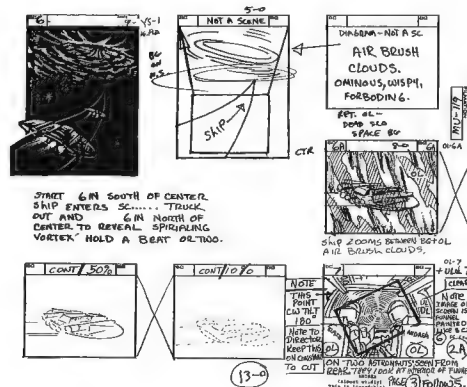
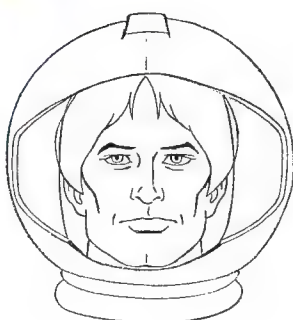
MEMORABLE QUOTES

"The shaggy one is Beast Man. The one with two heads is Two Bad." [He-Man sums up the Eternian naming system for Andrea]

"My father taught me how to cook. My mother taught me judo!" [Andrea explains her upbringing to He-Man]

"If anyone on Earth still remembers me, tell them that I am well and happy. Very happy." [Queen Marlena sends a message to Earth]

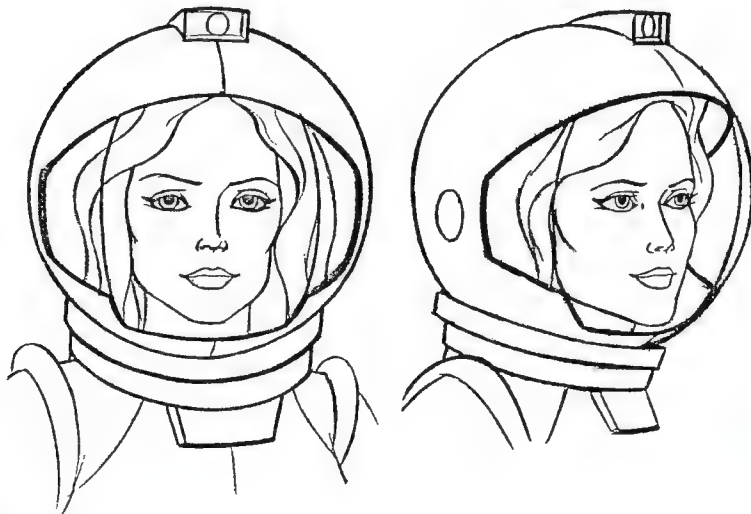
"Who knows? Maybe we will see them again. Maybe we will visit Earth one day." [King Randor consoles an emotional Queen Marlena]



SAME/AS

One of the many special effects used when the ship traverses dimensions was previously seen in "The Time Wheel."

The animation of Andrea Steele running, leaping onto a Sky Sled, and taking off is based on a scene featuring Teela from the episode "Diamond Ray of Disappearance."

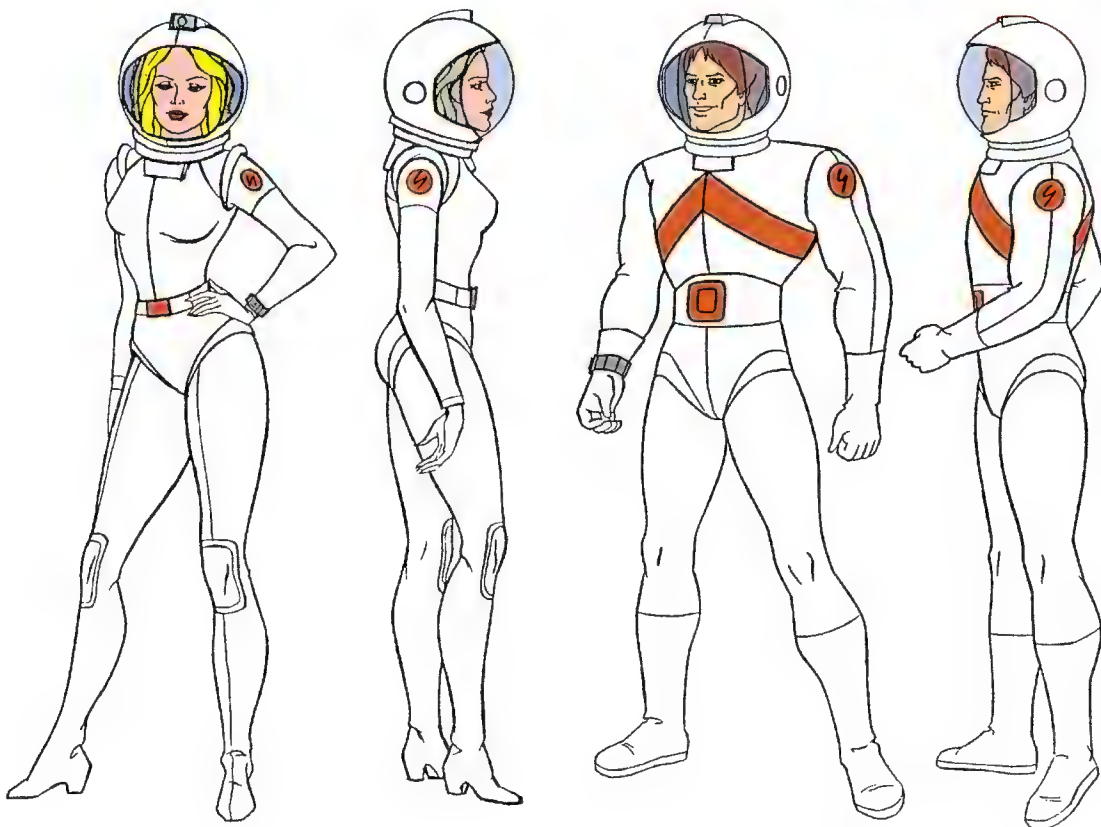


DELETED SCENES

In the script, the beginning of the episode had both Colonel Mark Blaze and Major Andrea Steele preparing to fire the missile at the meteor while still in Earth's atmosphere.

When He-Man leaps across the abyss toward Castle Grayskull, he manages to grab onto the ledge; this animation was previously used in "Search for the Past."

The script has a late revision requesting that the large rock be shown hitting Beast Man's foot. Thankfully this did not happen.



Colonel Mark Blaze and Major Andrea Steele were designed to always wear their uniforms.



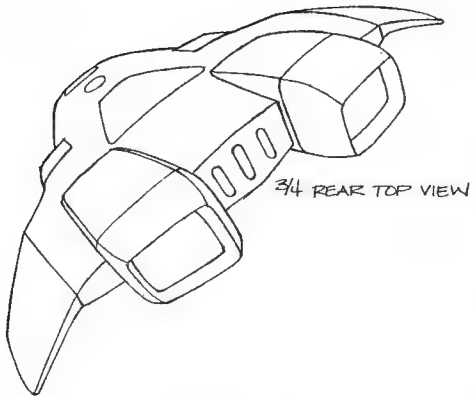
TRIVIA

- At the very beginning of the episode, if you listen carefully, you will hear the earliest parts of the instrumental track, which sounds like the musicians preparing to play.
- Lou Scheimer is the voice of Colonel Mark Blaze, and Erika Scheimer voices Major Andrea Steele.
- During the episode Spikor vanishes and is replaced with Beast Man with no explanation.
- This episode was written by Mike Hazy, who was a scene planner on the series.
- King Randor indicates that perhaps someday the Eternians will visit Earth, foreshadowing the live-action movie.
- This episode was storyboarded by Keith Tucker, who had previously animated the titles for John Carpenter's *The Thing*.

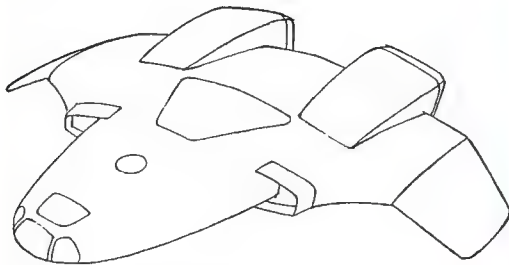


BONUS THE POWER OF HE-MAN: In order to save Earth, He-Man leaves the safety of a spaceship and, in the vacuum of space, throws a missile toward a large meteor. The missile strikes the meteor with great accuracy, and it explodes.

Right: Queen Marlena had a pivotal role in this episode as she aided her fellow Earthlings in saving their planet.

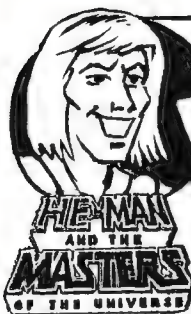


3/4 REAR TOP VIEW



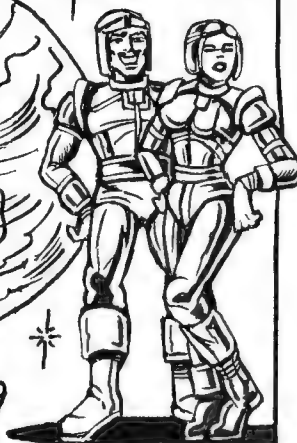
3/4 FRONT TOP VIEW





VISITORS FROM EARTH

STORYBOARD BY: KETH TUCKER



11/19/79

HE-MAN AND THE MASTERS OF THE UNIVERSE

VISITORS FROM EARTH

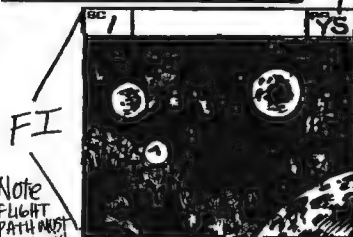
MD 96112

ACT ONE

YOUNG SENTINELS
#1 BG (A) RS.

3-0 3-0 3-0
F-1.

SLO-PAN



FI

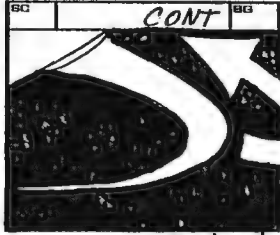
Note FLIGHT PATH AND WORK WITH SC# (21) 56 (9) 201

HOLD ON SPACE A BEAT THEN A SMALL SPACE SHIP APPEARS; XEROXED UP.

Note TO LAYOUT THE SHIP WOBBLERS HERE, BUT IN SC 201 IT FLIES SMOOTH, IN SAME FLIGHT PATTERN

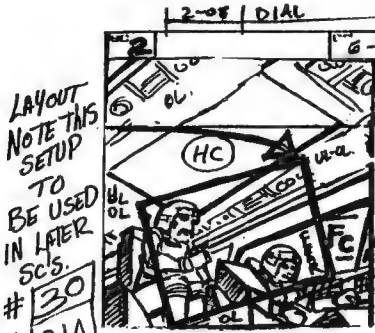


THE SHIP STARTS OUT SMOOTH THEN SUDDENLY GOES OUT OF CONTROL

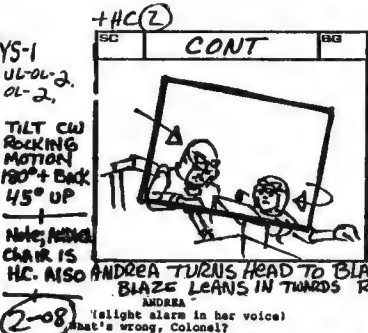


IT GOES O.S. WOBBLING ZERIE HIGH-PITCH HUMMM (note: (IE) FORBID IN PLANET OR LAST IN SPACE SFX)

9-0 1

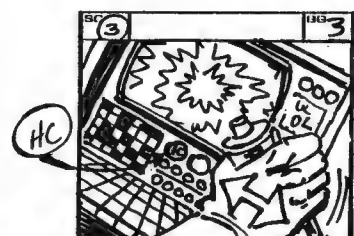


LAYOUT NOTE THIS SETUP TO BE USED IN LATER SC'S. #30 #31A



YS-1 UL-OL-2. OL-2. TILT CW ROCKING MOTION 180° + BACK 45° UP Note: ANIME CHAIR IS HC. ALSO

ANDREA TURNS HEAD TO BLAZE BLAZE LEANS IN TOWARDS RT. (light alarm in her voice) ANDREA "What's wrong, Colonel?"



HC

BLAZE FIDDLERS WITH JOY STICK. VIEW SCREEN FLASHES BLAZE (VO) The stabilizer is going crazy!

+ HC-3 UL-OL-3 CONTINUED PAN HC 3 FLASHES II SC# 22 11/19/79

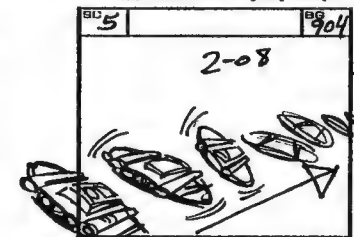


HAND ENTERS SC, PUSHES BUTTON.



F.D. CUT LB 1-08

ON BLAZE. INTENSE EXPRESSION. BLAZE We're out of control!



SHIP INTO SC - O.S. WIGGLING ALL THE WAY 2-08

STK SPACE BG Note TO LAYOUT SHIP WOBBLERS HERE, BUT IN SC 209 IT FLIES SMOOTH, IN SAME FLIGHT PATTERN 2-08

MONSTER ON THE MOUNTAIN

CAST Battle Cat, Cringer, Emma, Farmer Elias, He-Man, Jed Hansen, King Randor, Miller Perkins, Orko, Prince Adam, Squire Wilkins, Teela, Tingler



MEMORABLE QUOTES

"What a guy!" [Teela swoons as He-Man departs]

"Don't eat me! I'm junk food!" [Cringer shows little interest in becoming the Tingler's next meal]

"Don't you get lonely up there in that cold cave of yours?" [Emma makes a play for the Tingler]

SYNOPSIS In the quaint village of Ruxtown, the villagers live in fear of the Tingler, a local monster rumored to live on Mount Fear. When the Tingler makes an appearance by the town's water well, much to Emma's shock, Squire Wilkins sends out a request to King Randor for aid.

Prince Adam, Cringer, Orko, and Teela fly to Ruxtown in the Wind Raider. They spot a man running atop Mount Fear, so they land the Wind Raider to investigate. As the heroes search the caverns, an avalanche of snow begins to descend, threatening them and the lives of those in Ruxtown. He-Man and Battle Cat use boulders to block the path of the avalanche and divert it into a dry lake bed.

Back in Ruxtown, Prince Adam and Teela find a gathering of angry citizens. When the pair try to get the facts from the townspeople, all they receive are contradictory eyewitness accounts and rumors. Orko persuades Cringer to go to the water well, where the

Tingler was last sighted. When they hear noises, Cringer runs and falls, hurting his leg. The Tingler finds Cringer and takes him back to his lair just as Prince Adam and Teela fail to persuade the villagers to stop their manhunt for the Tingler.

Meanwhile, Orko and Cringer discover that the Tingler is friendly and that due to the increasing snow he has had to go to the lowlands for food and water supplies. When the Tingler goes to fetch Orko's friends, the villagers chase him back up the mountain. The villagers cross a rope bridge that falls apart, trapping them on a narrow ledge. He-Man creates a new bridge for the villagers to cross. All but Emma make it across safely. As the ledge begins to give way, the Tingler appears and saves her life.

Back in Ruxtown the Tingler finds that he has earned the respect and affection of the villagers, especially Emma.



Below: Tom Sito expressively illustrates Orko's fainting spell upon seeing the Tingler.

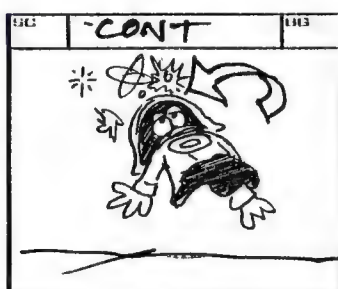
MORAL **TEELA.** "It's human nature to exaggerate." **SQUIRE WILKINS.** "And then, He-Man put across a bridge to span the canyon. Why, it must've been two hundred feet, easy." **JED HANSEN.** "Two hundred?! Why, that bridge was four hundred feet if it was an inch." **TEELA.** "I guess as long as there are people, some of them will exaggerate and others will believe them and spread rumors. It makes it hard to tell what is true and what is false." **ORKO.** "The important thing is to use our common sense and not to believe everything we hear." **TEELA.** "That's right. So until next time . . ." **ORKO.** "Bye."

REVIEW Setting an entire episode in a new location is normally a refreshing change. But to set the episode in a location that appears to have no connection to Eternia is just plain bizarre. We would hope that the regular cast would interact with their new surroundings, but they do not. And due to the nature of the script, all we end up doing is disliking Ruxtown and its annoyingly fearful community. The Tingler is the most offensive character in the episode. He is lonely and has a sad story to tell. But the Tingler is played as such a goofball he instantly becomes as dislikable as the villagers of Ruxtown. It is hard to know what this episode was trying to do. **2/10**

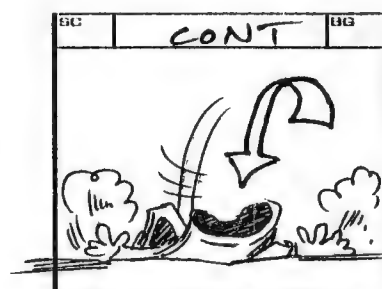


ORKO: TURNS.

It's the Tingler!



ORKO: FAINTS



SFX-THUMP!

SAME/AS

The Tingler's character model was originally used for Cambro in "The Heart of A Giant."

Orko's shock upon hearing that Herman is the Tingler, causing him to push himself backward, was originally used in "The Defection."

The animation of He-Man chopping the rock with the Sword of Power was previously used in "Castle of Heroes."

The Ruxtown villagers would later appear briefly in the *She-Ra* episode "Book Burning" as a different cast of characters.



Squire Wilkens, Emma, and Buster the donkey in all their glory.

SQUIRE WILKENS (MU-120)

BUSTER

PEASANT WOMAN

DELETED SCENES

A removed scene, set just before King Randor tells the gathered party of the problems in Ruxtown, had Cringer and Orko arguing over a magic spell gone wrong, with Prince Adam interrupting.

Just before Prince Adam transforms into He-Man the second time, it is obvious that Teela's dialogue is cut short as she exits the shot. The script has her say, in reference to finding He-Man, "Maybe I can find him in the Wind Raider."

TRIVIA

- The music that accompanies the title card to this episode was the most frequently used throughout the series.

- The village of Ruxtown appears in this episode after its brief cameo in "Orko's New Friend," complete with infamous cast members Emma, Farmer Elias, Jed Hansen, Miller Perkins, and Squire Wilkins.

- Storyboard artist Tom Sito illustrated his own designs for the people of Ruxtown.

- In setting the style of the episode, the script also states that the townspeople "should be dressed in the same kind of clothes as in the original *Frankenstein* movie. They are comical characters, but take themselves very seriously."

- In both the script and the model sheets, the character of Emma is merely referred to as "Peasant Woman."

- The character description in the script states that Emma should look like "Margaret Hamilton when she made *The Wizard of Oz*."

- The donkey, although never named in the episode, is referred to in the script as "Buster."

- Fred Carrillo designed all of the Ruxtown villagers with the exception of Buster the donkey, whom he designed with Herbert Hazelton.

- The Tingler, who is a hermit, reveals his name to be Herman; this is a gag by Rowby Goren referencing the sixties band Herman's Hermits.

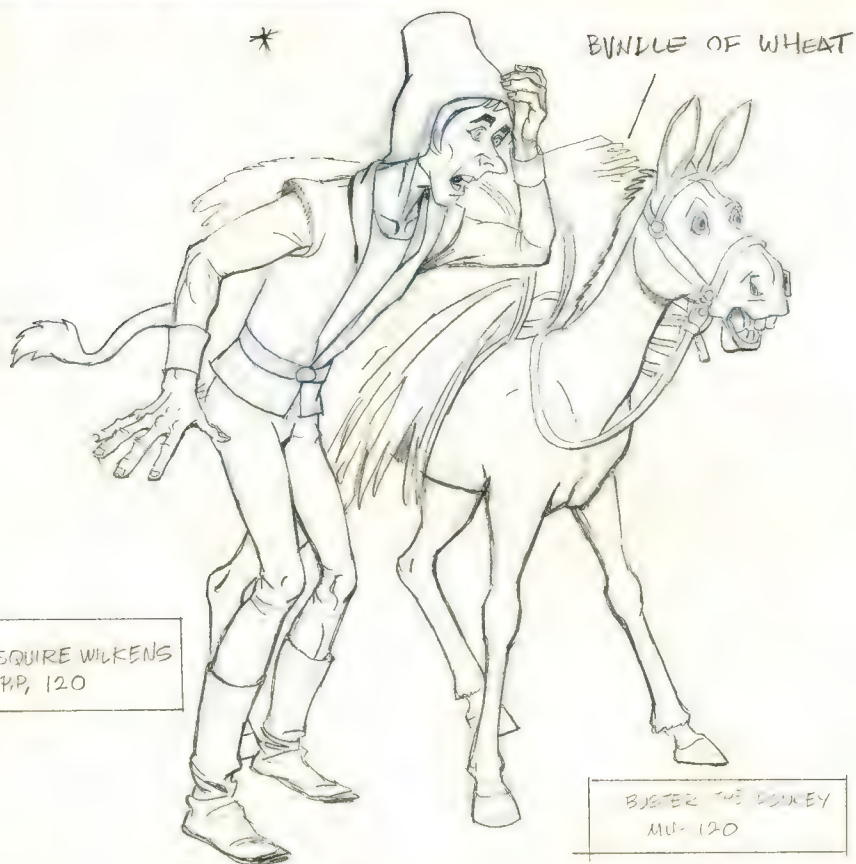
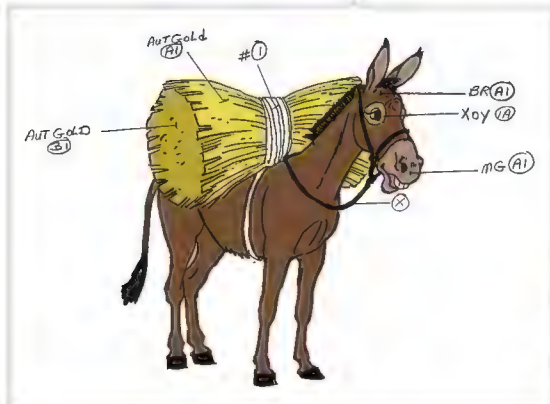
- In the script the Tingler is described as having a "bushy beard."

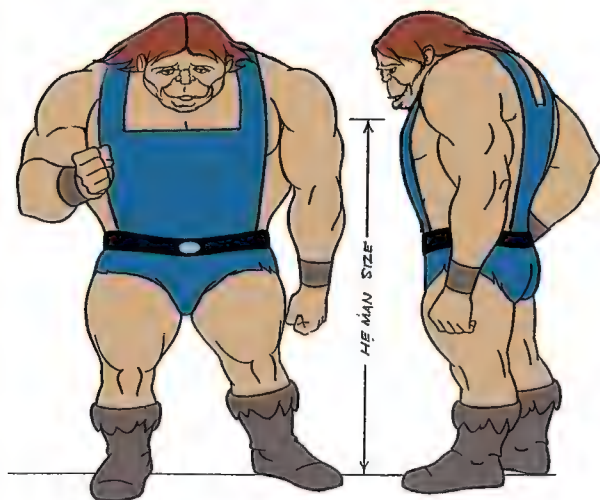


MU-120 MONSTER ON THE MOUNTAIN

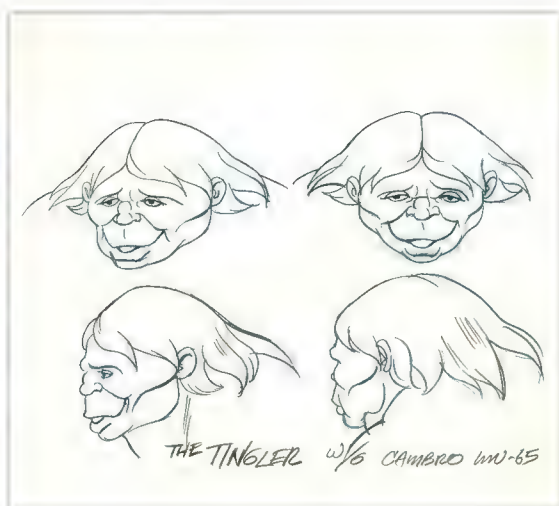


Right: Farmer Elias and Miller Perkins believe they're on the trail of the Tinger.

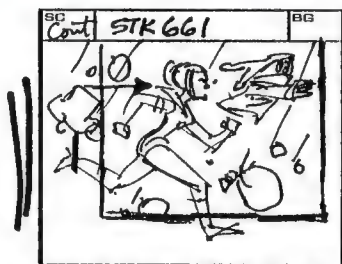




THE TINGER (3/4 CAMBRO-MU-65)



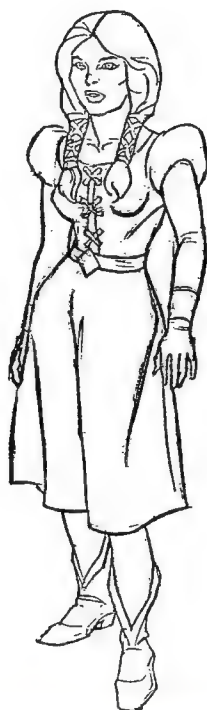
Below: Numerous characters were created by the artists to populate the village of Ruxtown. Many of them would later show up as background characters in the She-Ra series.



ORKO FLIES IN FROM OS. AS TEELA RUNS.
ORKO
This way, Teela! There's a cave!



BACK ON ORKO + TEELA.
ORKO
Look! He Man's diverting the avalanche into that dry lake bed!



THE MAGIC FALLS

CAST Beast Man, Evil-Lyn, Gatekeeper, He-Man, King Randor, Kobra Khan, Man-At-Arms, Orko, Prince Adam, Queen Marlena, Skeletor, Trap Jaw



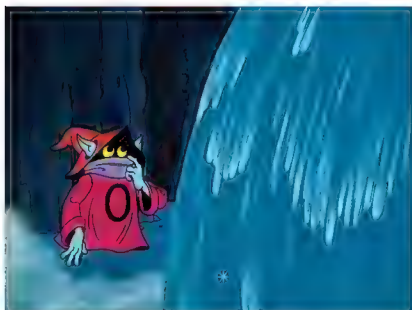
MEMORABLE QUOTES

"This had better be important! My pets don't like their feeding time interfered with." [Skeletor educates Evil-Lyn]

"You see, the Scepter embodies all that is true and honorable. But more than that. It is called the Scepter of Power because it serves to remind us that the real power belongs to the citizens—the people—whom the king is honored to serve." [King Randor beautifully explains the true meaning of Eternia Day]

"That's some doorbell!" [He-Man is astonished at being overpowered by a door]

"You know, there are times this job is an awful lot of fun." [The Gatekeeper enjoys toying with Kobra Khan]



SYNOPSIS At the Royal Palace it is Eternia Day, the one day of the year that King Randor will hear the requests of those that appear before him and do whatever he can to aid them. Evil-Lyn suggests to Skeletor that Eternia Day would be the perfect opportunity to sneak one of the Evil Warriors into the palace, disguised, and steal the Scepter of Power, the symbol of authority over all Eternia. Evil-Lyn explains that Orko would be able to see through the disguise, and so the pair of them find the Trollan in the forest and strip him of his magical powers.

Back at the Royal Palace, Orko explains to Man-At-Arms and Prince Adam that the Magic Falls are said to restore magical abilities. He-Man and Orko locate the secret gateway that they seek, but after He-Man attempts to forcibly open the door, he is prevented from entering. In order to fool the door, He-Man transforms back into Prince Adam, and the door lets him pass. Inside, the Attak Trak is

attacked by a plethora of tendrils, prompting Prince Adam to transform once more into He-Man.

As the heroes continue to search for the Magic Falls, Evil-Lyn transforms Kobra Khan into a human, and he proceeds to the Royal Palace.

Meanwhile, He-Man and Orko meet the Gatekeeper, a being who can transport the heroes anywhere in the universe. Orko explains his need to get to the Magic Falls, and after numerous attempts, the heroes finally find themselves before their destination. Orko floats under the Magic Falls, and his magic is restored.

Orko transports himself and He-Man back to the Royal Palace just as Kobra Khan approaches King Randor. Orko sees through the disguise and transports Kobra Khan to the Gatekeeper before he can steal the Scepter of Power and ruin Eternia Day.

MORAL MAN-AT-ARMS. "On their way to the Magic Falls Adam and Orko discovered not only the secret of the Gatekeeper, but an important lesson as well. In the Gatekeeper's cavern Adam was too far away to grab his sword, and Orko without his magic wasn't strong enough to pry it loose. But when they worked together they combined their strength and got the job done. You don't have to be the biggest or the strongest when you help one another." **ORKO.** "Cooperation. It's almost as good as magic. Ooops." **MAN-AT-ARMS.** "Sometimes, better."

REVIEW There are numerous factors that contribute to the downfall of this episode. Firstly, the concurrent stories of this episode, Orko losing his magic, and a villain entering the Royal Palace in disguise, feel as if they have been done numerous times before. Secondly, the basic premise that Skeletor wants to steal King Randor's Scepter of Power is utterly pointless. He-Man and Orko's quest has a few good moments, but their journey with the Gatekeeper fills up a lot of screen time with nothing that benefits the script. The Gatekeeper himself is a fine example of a character written to be wacky, but only ends up coming across as annoying. The end of this episode sums up the story as a complete waste of time. **3/10**



SAME/AS

In one of the scenes at Snake Mountain we see the statue of Skeletor, only ever seen in "Song of Celice."

The animation of He-Man beginning to spin was previously used in "A Bird in the Hand."

The human that Kobra Khan transforms into was previously used as a character model in the episode "Dree Elle's Return."

The Gatekeeper's character model is that of Zagraz from "The Cosmic Comet" and "Capture the Comet Keeper."

The character model for the Town Crier was originally used for Tauron in "Orko's Favorite Uncle."



TRIVIA

- The title card of this episode features an accompanying musical score exclusive to this episode.

- We see Evil-Lyn in disguise at the beginning of this episode without her headpiece; sadly, a cloak covers her hair.

- When Evil-Lyn first appears in Snake Mountain we see the throne room without the council table; unfortunately, because of this we see the unfinished art and brushstrokes.

- When Skeletor, Evil-Lyn, and Kobra Khan are standing outside of the Royal Palace, one angle shows them looking at the palace, but the next shot uses an incorrect background, and the palace can be seen behind them.

- The model sheet for Kobra Khan states that the character "talks with a hiss out of the side of his mouth," instructing the animators to never deviate from this.

- At one point during his tenure on the series, J. Michael Straczynski made a list of the most common pieces of dialogue found in *He-Man*.

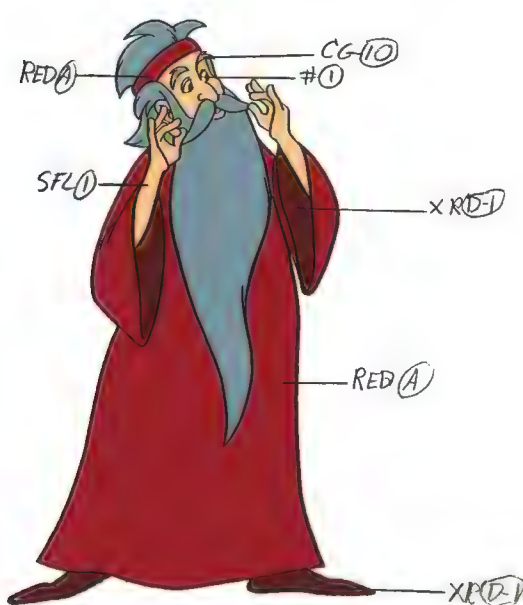
- Harry Sabin designed the comical bird whom Orko accidentally offends with his magic.



DELETED SCENES

A great scene that was cut had Skeletor losing his temper with Evil-Lyn, sarcastically telling her how the week panned out and what the weather was going to be.

Act 1 originally ended with He-Man commenting that Skeletor would be happy that Orko appeared unable to get his magic back.



SEARCH FOR A SON

CAST Battle Cat, Buzz-Off, Chimera, Count Marzo, Cringer, He-Man, Jawlik, King Randor, Man-At-Arms, Mekaneck, Orko, Philip, Prince Adam, Queen Marlena, Teela



MEMORABLE QUOTES

"Philip . . . My life is so lonely without you." [Mekaneck's desire to find his son proves to be a good character moment]

"Feast your eyes on your flesh and blood, Mekaneck." [Count Marzo reveals Philip to Mekaneck]

"Just deliver the king and queen to me. Then I will deliver your son to you." [Count Marzo casually informs Mekaneck of the grounds on which his son will be returned to him]

"I've lived for thousands of years, He-Man, and I will outlive you. In the end, we'll see who rules Eternia!" [Count Marzo's final speech is laced with a frightening truth]

SYNOPSIS At the Royal Palace, a young boy, Derek, asks Man-At-Arms why Mekaneck seems unhappy some of the time. Man-At-Arms explains that when Mekaneck plays with Derek it reminds him of his own son, whom he lost a while back. Man-At-Arms tells the story that Mekaneck was visiting Dragon Mountain with his son Philip when a fierce storm carried the boy away. Mekaneck severely injured his neck during the storm, and while searching for his son, he passed out. Man-At-Arms found him and gave him a bionic neck; in return, a grateful Mekaneck decided to stay and serve the king and queen. Man-At-Arms ends the story by saying that Mekaneck believes that someday he will be reunited with his son.

That night, as Mekaneck sits alone thinking about his son, Count Marzo appears, announcing that he saved Philip during the storm. The villain explains that he will return his son to him if Mekaneck leads King Randor and Queen Marlena to him, so that he can overthrow the Royal Palace.

Mekaneck refuses and then tells the heroes of his encounter with Count Marzo.

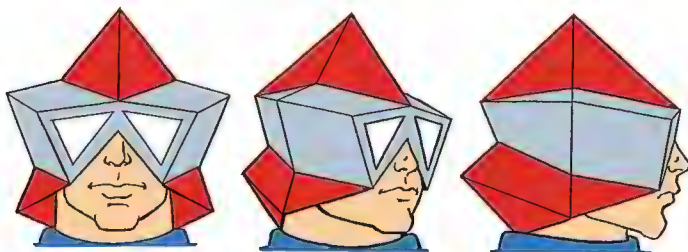
During an expedition to the Bee People's colony, the group stops at an oasis. It turns out to be a trap, and Count Marzo captures the king, the queen, and Mekaneck. He-Man and Battle Cat confront Count Marzo, but Chimera runs off with the king and queen before they can stop him.

A short while later, the heroes manage to locate the secret entrance to Count Marzo's lair. King Randor, Queen Marlena, and Philip escape the clutches of Count Marzo but run into the Jawlik. Philip plays his flute and succeeds in sending the giant spider-like creature to sleep. As the three of them continue to look for an exit, Philip falls into a pit of Loomas. Mekaneck sees his son's predicament and lowers his bionic neck, saving the boy.

The heroes appear and save their friends, prompting Count Marzo to retreat as Mekaneck and Philip are reunited.

MORAL TEELA. "You may remember from our story how my foot slipped while I was climbing up the steep rocks. And when Philip looked over his shoulder while running from the Jawlik, he fell into a pit of Loomas. So when you're climbing, walking, or running, you should always be extra careful. Look where you're going so you don't slip and hurt yourself. Remember, it's not how fast you get there; it's getting there safely that counts! See you next time!"

REVIEW This episode starts off with a fine beginning in which we learn more about Mekaneck, though he oddly vanishes from sight as Man-At-Arms tells Derek of his origin. Sadly, this episode does not give us enough of Mekaneck and Philip. Their reunion at the end is too brief. There are far too many Heroic Warriors in this episode, with Man-At-Arms and Orko barely doing anything of worth. The script would have achieved more had it kept the cast down to a minimum. Count Marzo is the undoubted star of this episode; from the first moment he appears to Mekaneck to his final confrontation with He-Man, he steals each and every scene that he appears in. **5/10**



Mekaneck was often problematic for the animators to illustrate because of his unusually shaped head.



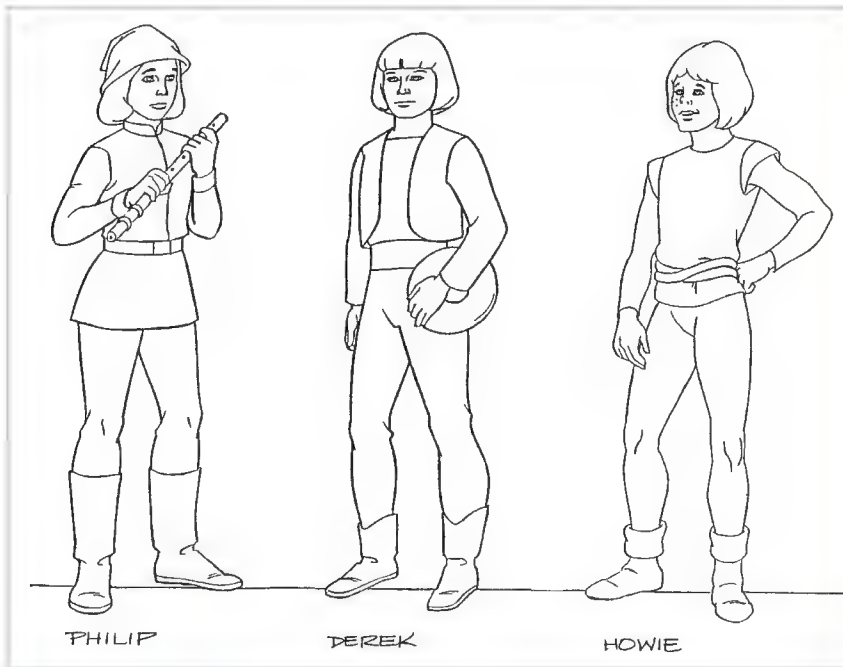
SAME/AS

The sand shuttle used in this episode was previously seen in the episode "House of Shokoti" Part 1.

Numerous shots of the fort's interior are reused backgrounds of Skeletor's fort from "The Time Corridor."

The shot of Prince Adam examining the rockfall while Cringer looks around in fear was previously seen in "Game Plan."

The design of the Jawlik was previously used for Arakna in "Fisto's Forest."



TRIVIA

- The two boys seen in the opening of this episode are named Derek and Howie. Howie is incorrectly colored as Derek in one of the shots so it appears that he vanishes. Derek manages to catch the flying object.

- Mekanek's son Philip is not to be confused with the irresponsible Philip from "The Ice Age Cometh."

- Count Marzo claims that he has lived for thousands of years, indicating that he is somewhat immortal. This contradicts "The Once and Future Duke," where he appears as a villainous nobleman magician.

- Mekanek was designed by character artist Marcus Nickerson.

- Mekanek is based on a character from the series bible called Spy Man.

- Philip, Derek, and Howie were all designed by character artist Alice Hamm.

- This episode was released on video in the UK two years before it aired there on TV.

- The character models for this episode were finalized on November 19, 1984.



DELETED SCENES

In the original script Prince Adam and Cringer transform into their alter egos while trying to climb over the rocks and into the fortress.

In the script, after Philip has successfully managed to send the Jawlik to sleep, he says that it has been his lifelong dream to play for King Randor and Queen Marlana.

A removed scene had Buzz-Off save Teela and then fight the Pterror-dactyls with flower pollen.



MISTAKEN IDENTITY

CAST Battle Cat, Cringer, Farin, He-Man, Karil, Modulok, Ommy, Orko, Prince Adam, Skeletor, Teela



MEMORABLE QUOTES

"You know, no one ever sees him when there's not an emergency. Why, he could disguise himself, and walk among us." *[Karil is more perceptive than most]*

"There's no reason that I can't be He-Man! Or at least no reason why I can't let Karil think I'm He-Man." *[Farin's plan is that of a genius]*

"Oh my! He-Man! He turned into Farin! I mean, Farin turned into He-Man! I mean—oh! I was right! He-Man does have another identity! Farin is He-Man!" *[Karil falls for Farin's trick]*

"All right, I admit it. I am He-Man. That is, I turn into He-Man when there's trouble. But you must keep my secret!" *[Farin enjoys playing the role of He-Man's secret identity]*

"He-Man is really Farin, my boyfriend." *[Karil reveals her secret to a bemused Prince Adam and Cringer]*

SYNOPSIS Prince Adam, Orko, and Teela are having a picnic in the forest, entertained by Cringer haphazardly chasing a butterfly. Nearby, a young boyfriend and girlfriend named Farin and Karil discuss the legendary feats of He-Man at their own picnic. Karil idolizes He-Man and openly wonders if he has a secret identity. Farin jealously dismisses her talk. Karil sends him out to retrieve water just as Cringer accidentally disturbs the nest of a Shrieker.

As He-Man and Battle Cat guide the Shrieker away, an astonished Farin watches the action and devises a plot to trick Karil into thinking that he is He-Man's secret identity. At the same time, in the dungeons of the Royal Palace, Galen Nycroft, an imprisoned evil scientist, uses a machine to transform himself into Modulok. Meanwhile, Farin uses his pet Ommy to fake the sounds of a Dragosaur in the Crystal Cave. News of the Dragosaur reaches He-Man, who finds

nothing in the cave. Karil arrives to see Farin enter the Crystal Cave and He-Man exit. She concludes that her boyfriend is He-Man, unaware that Farin has sidestepped He-Man and exited the cave via a secret tunnel.

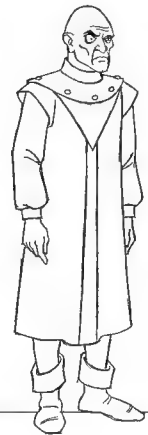
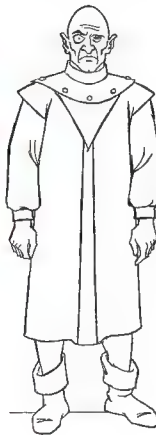
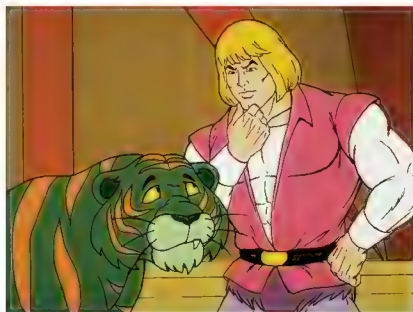
Karil confronts Farin about his secret identity while Modulok begins to eavesdrop. Overhearing Farin admit to Karil that he is He-Man, Modulok captures him, confident that he will now be worthy of joining the Evil Warriors.

At the Royal Palace, Karil appears and tells Prince Adam and Cringer that she knows who He-Man really is. After a confusing conversation, He-Man and Battle Cat appear and tell Karil that her boyfriend is in a lot of trouble.

Modulok tries to force Farin into changing into He-Man by unleashing Grabber, a large, powerful creature. Ommy leads the heroes to Farin, where He-Man defeats Grabber, and Ommy imprisons Modulok.

MORAL **PRINCE ADAM.** "Today, Farin learned a valuable lesson about the difference between pretending—and lying. Everyone likes to pretend. But when you start pretending like Farin did, that's lying. And sooner or later lies have a way of catching up with you. Eventually no one will believe you, even though you're telling the truth! So remember, tell the truth and be yourself." **CRINGER.** "Oh, good! Does that mean I don't have to be Battle Cat anymore?" **PRINCE ADAM.** "No, Cringe. Sorry. See you next time!"

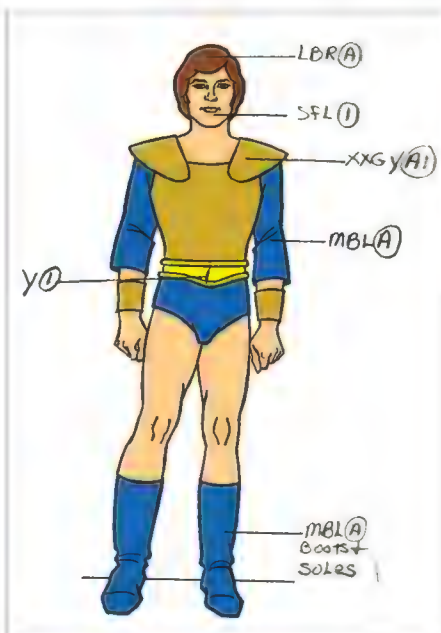
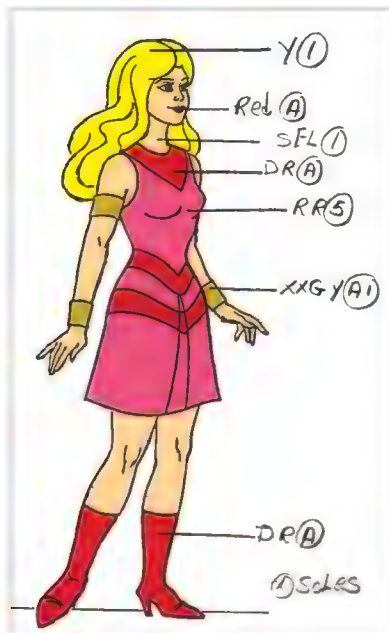
REVIEW Along with Modulok, both Farin and Karil are well-rounded characters, and even though they are only in this one episode, they feel as much a part of this series as any of the regular cast. Farin's decision to masquerade as He-Man's secret identity to impress Karil is one of the most original twists of the series, and best of all, it is carried out to perfection. With this episode J. Michael Straczynski successfully breathes new life into the familiar identity-crisis story line. Not only that, but he crafts one of the finest episodes of the series and does it without focusing on the regular cast members. And that is this episode's greatest strength. **8/10**



SAME/AS

Farin's pet Ommy uses the same character model as the Gronk from "Orko's Missing Magic."

The messenger who reports to Prince Adam was previously seen in "It's Not My Fault."

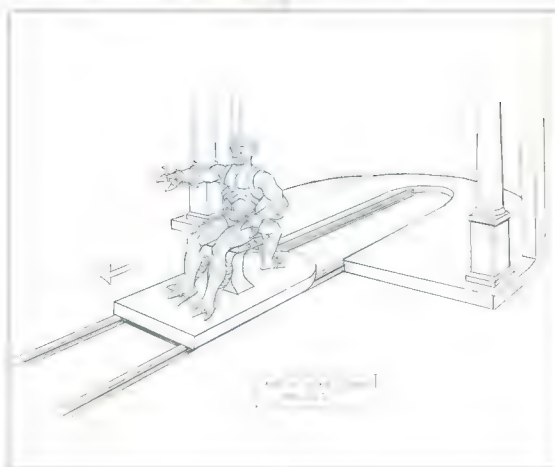


DELETED SCENES

In the script Farin's trick of fooling Karin into thinking he is He-Man is slightly more complicated, with an additional scene showing He-Man walking behind a tree. Farin cleverly emerges, prompting Karin to believe that she saw He-Man transform into Farin.

A piece of removed dialogue had Farin mocking himself while in Modulok's cell: "Make Karin think I'm He-Man! Boy, what a bright idea that was!"

In his battle with Grabber, He-Man tricks the creature into crashing into the arena wall.



TRIVIA

- The battle between He-Man and the Sand Crawlers that Karil is referring to at the beginning of the episode is from "Double Trouble," though she exaggerates, saying that He-Man single-handedly defeated the creatures when it was in fact a group effort.

- Karil is a precursor to Glimmer, with the same big eyes and nearly identical voice acting by Linda Gary.

- The two villains we see in the Eternian dungeon are Mangor the Horrible and Quix the Shapechanger. These two villains were unique to this one scene in the series.

- This episode features the origin of Modulok, even though in episode production order, he had already appeared.

- Modulok tries to join Skeletor's gang but is refused, proving that it is difficult to become one of the Evil Warriors.

- Modulok was designed by character artists Lew Ott and Fred Carrillo.

- Galen Nycroft was designed by Lew Ott.

- Modulok would become one of J. Michael Straczynski's favorite characters. His personal journey would continue from the *He-Man* series into the *She-Ra* series.



THE TOY MAKER

CAST Battle Cat, Beast Man, Cringer, He-Man, King Randor, Man-At-Arms, Orko, Prince Adam, Ram Man, Screech, Skeletor, Teela, Toy Maker, Trap Jaw, Whiplash

SYNOPSIS At Snake Mountain, a stranger named Toy Maker stands before Skeletor, requesting that the villain employ his services. A somewhat skeptical Skeletor decides to test Toy Maker before accepting him into the Evil Warriors. Skeletor reveals that the heroes are testing a new invention, the Hovermelter, in the New Forest, and points out Orko to Toy Maker, stating that he can be easily manipulated.

As Toy Maker makes his way to the New Forest, Skeletor unleashes Screech as a distraction. The robot bird's sonic screams knock out the Hovermelter's frequencies, preventing Man-At-Arms from having any control over it, and it begins to spin out of control. He-Man and Battle Cat successfully stop the Hovermelter, and Orko floats off, bumping into Toy Maker. Orko, tired of trying to prove to his friends that magic is valuable, embraces Toy Maker's toy objects: a bear, a dinosaur, and a tin soldier.

Back at the Royal Palace, Orko impresses Prince Adam, Man-At-Arms, and Teela with his newfound toys, but in the middle of the night, the toys get larger and attack Man-At-Arms, taking him to Snake Mountain.

Finding traces of the crime the next day, He-Man, Battle Cat, Orko, Ram Man, and Teela follow the toys into the Valley of Echoes. False voices, images, and nightmares cause the heroes to scatter, but Orko's magic saves them, and they are reunited. The toys deliver Man-At-Arms to Skeletor, who betrays Toy Maker.

The giant toys attack the heroes, but Orko communicates with Toy Maker to learn the secret words that control the toys. The heroes, with the newly obedient magical toys, invade Snake Mountain, free Man-At-Arms, and ruin Skeletor's plan.

MORAL KING RANDOR. "We all like to give and receive presents. But if a stranger tries to give you gifts, say, 'No thanks!' and tell your parents." ORKO. "Gifts and toys from strangers are nothing to play around with." KING RANDOR. "You've learned an important lesson, Orko." ORKO. "There's one more thing I won't forget." KING RANDOR. "What's that, Orko?" ORKO. "Next time someone asks me to keep a secret from He-Man and my friends, I'll know something's wrong." KING RANDOR. "You're right. Friends don't have to keep secrets from each other. Till next time."

REVIEW From the creepy introduction of Toy Maker to the frightening late-night capture of Man-At-Arms, this episode shows a great deal of promise. Sadly, even though the first act is by no means spectacular, the second act pales into nothingness after we have been treated to the wonderfully haunting scene in the Valley of Echoes. The plot, which seems to forget all about Man-At-Arms, becomes so toy obsessed that even He-Man seems secondary. The story seems to lose itself and hurriedly tries to find an ending. We receive an embarrassingly rushed solution for how to control the toys, and the rescue of Man-At-Arms takes mere seconds. The episode disappoints in the end. **4/10**

MEMORABLE QUOTES

"Now, what am I going to do with a Toy Maker, hmmm? Take over Eternia with an army of toy bears?" [Skeletor takes great delight in mocking Toy Maker]

"At last, He-Man. I have defeated you. You're doomed... doomed... doomed... Eternia is mine!" [The voice of Skeletor haunts He-Man in the Valley of Echoes]

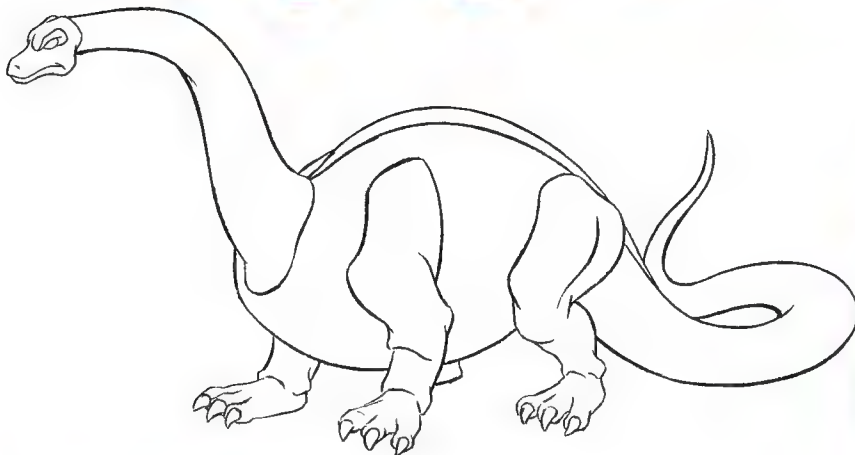
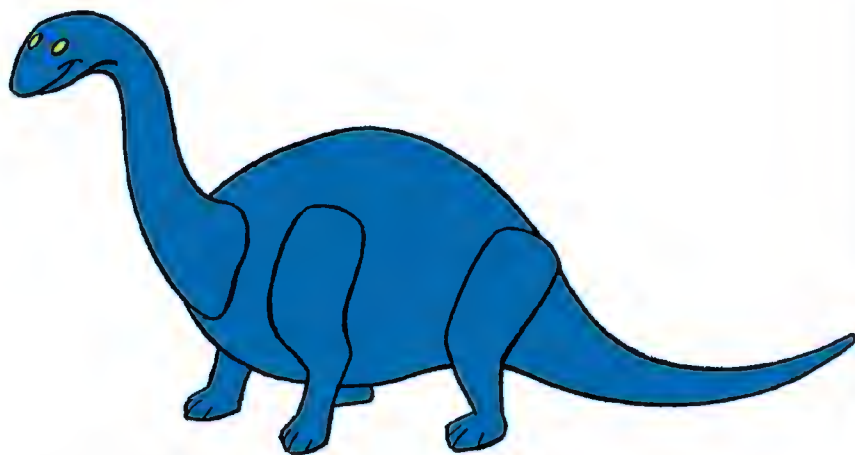


SAME/AS

The sequence showing the sun breaking through the clouds would later be used in the "I Have The Power" music video.

The animation of Orko throwing punches was originally used in "Double Edged Sword."

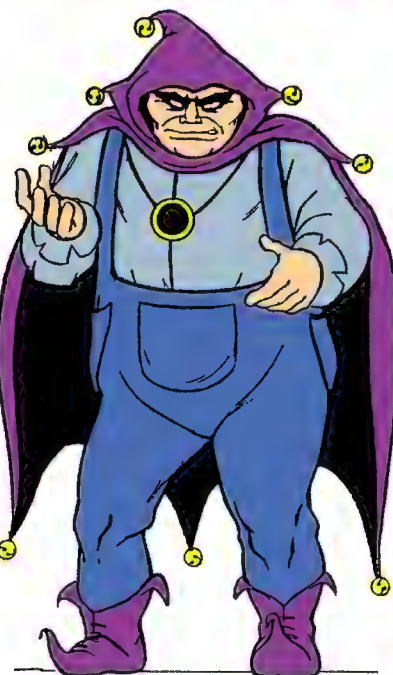
The creature that the toys transform into is the same character model as the Mother Roe from "Valley of Power."



DELETED SCENES

Whiplash is silent in the final episode, but in the original script he joins in with Skeletor's mocking of Toy Maker.

In the Valley of Echoes, a scene indicated in the script shows Dree Elle chained to a table—the same shot from "Dawn of Dragoon."



Above: The Toy Maker was designed to look both approachable (with his colorful costume) and sinister.

TRIVIA

• This episode was storyboarded by Jim Shull, who wrote the first three months of the *He-Man and the Masters of the Universe* newspaper strip.

• Chris Weber, one of the writers of this episode, took over from Shull on the writing of the *He-Man and the Masters of the Universe* newspaper strip.

• This would be the last time in the series that Beast Man and Trap Jaw team up.

• The character of Toy Maker is voiced by John Erwin.

• This episode was released on video in the UK two years before it aired there on TV.

• In the UK video release, Skeletor's exploding phantom face was edited out and replaced with a shot of him moving his mouth from a previous scene.



BARGAIN WITH EVIL

CAST Angast, Battle Cat, Bowena, Cringer, He-Man, King Randor, Lady Arvela, Landros, Man-At-Arms, Orko, Poole, Prince Adam, Queen Marlena, Starchild, Teela



MEMORABLE QUOTES

"I wouldn't mind meeting He-Man myself. From what I hear, he's very handsome." [Bowena takes an interest and instantly makes Teela jealous]

"Seems like a lot of fuss for a visit." [Cringer questions the need for He-Man and Battle Cat to visit Starchild]



SYNOPSIS Lady Arvela, daughter of the magician Landros, contacts Angast, king of the Realm of Evil. She pleads with him to release her father, who accidentally imprisoned himself in the Realm of Evil when the spell he cast went wrong. Angast states that he will free Landros in return for Lady Arvela bringing him Starchild, whom he only wishes to look upon, nothing more.

At the Royal Palace, Starchild arrives with her bodyguard, the warrior woman known as Bowena. During the night Lady Arvela appears and magically carries Starchild away, an event witnessed by Orko. He-Man and Battle Cat, who are making their way to Starchild's room in order to pay her a visit, are alerted to the danger by a panicking Orko.

He-Man, Battle Cat, Orko, and Bowena journey to Castle Landros just in time to see Angast capture Lady Arvela and Starchild.

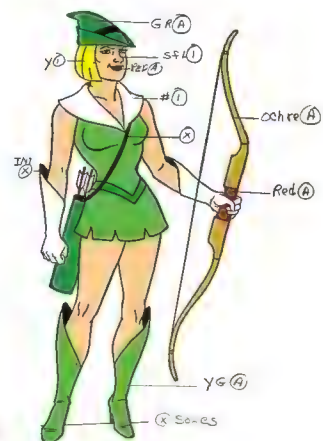
They too are captured and find themselves in the Realm of Evil, surrounded by the descendants of the Council of Evil. Angast's warriors attack, but the heroes prove too strong and escape the villain's lair.

As the heroes regroup, Landros learns of his daughter's bargain with Angast and is disappointed that she endangered Starchild's life. The heroes run to the Temple of Between, which unites the Realm of Evil with Eternia. In order to return to Eternia, the heroes must align the magic markings on a stone to open a gateway.

While Starchild tries to connect the lines, He-Man, Battle Cat, Orko, and Bowena fend off Angast's army. Lady Arvela, risking her own life, creates a mind link with Starchild, and together they open a gateway. The heroes return to Eternia, and the gateway is buried as the Temple of Between collapses.

MORAL HE-MAN. "In today's adventure story, Arvela was so anxious to help her father that she didn't care how she went about it. But she found out that doing something wrong really doesn't help solve anything. You know, from time to time we all have problems, but the way we try to solve them can make the difference between getting rid of them, or making them even bigger! I hope you remember today's story, so that the next time something goes wrong for you, you'll work out the problem the right way, the honest way. Bye for now."

REVIEW This episode has all the elements of a Larry DiTillio classic. Firstly, he introduces us to a striking villain; secondly, he brings back a familiar character; and thirdly, he transports us all to the Realm of Evil, where the descendants of the Council of Evil dwell. On paper this has all the makings of a fantastic episode. However, this script is quite possibly Larry DiTillio's biggest letdown of the series. The first act is terrific, with Lady Arvela carrying out Angast's wishes, Starchild written far better than she was in her first appearance, and He-Man venturing into the Realm of Evil. Sadly, once in the realm, the episode delivers nothing, and we are left wondering what went wrong. **4/10**

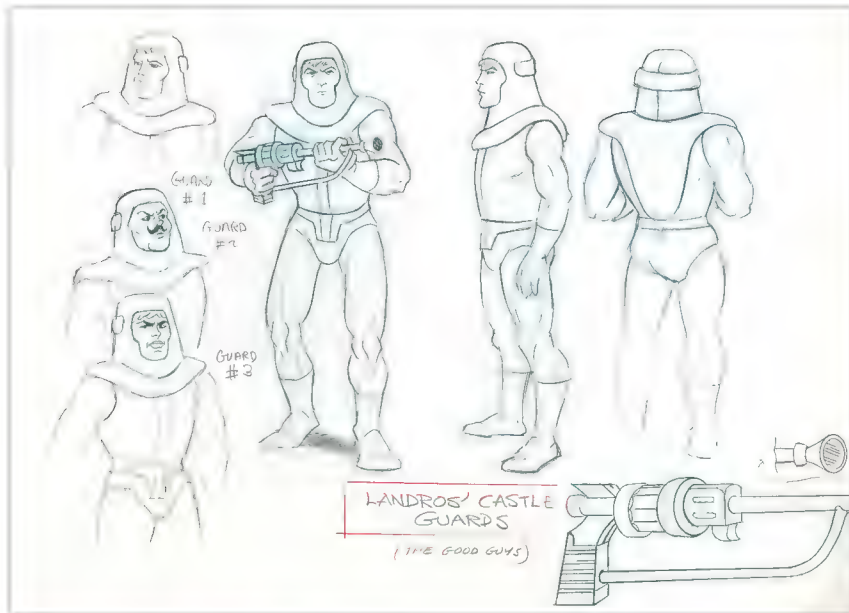


SAME/AS

Orko's shocked expression when he sees Lady Arvela take Starchild was previously used in "Teela's Quest" and "Fraidy Cat."

The backgrounds throughout Castle Landros are the same as those used for Spydra's castle in "The Return of Orko's Uncle."

The animation of Orko, He-Man, and Battle Cat individually leaping into the portal would later be used in the "I Have The Power" music video.

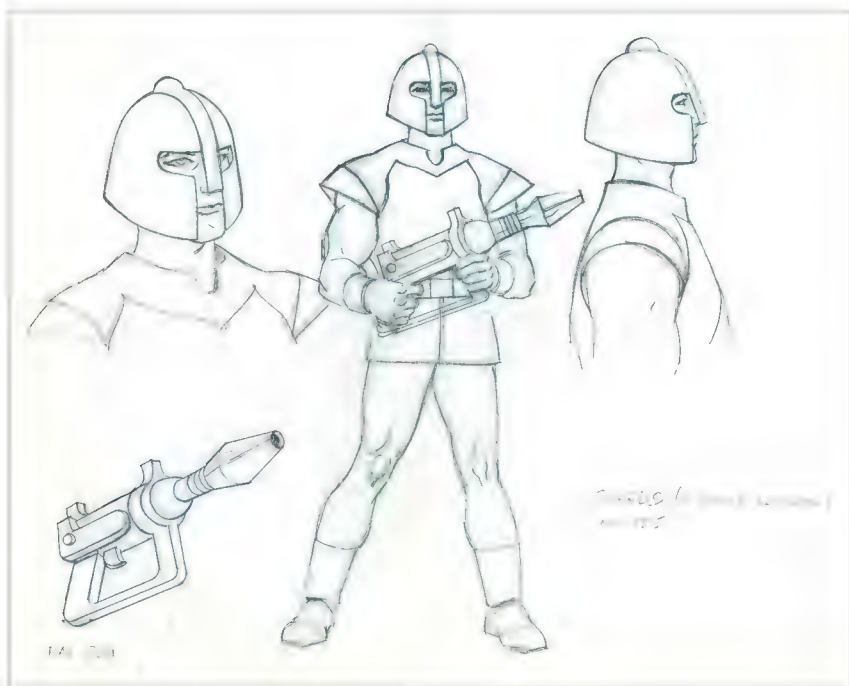


DELETED SCENES

In the script He-Man, Battle Cat, and Bowena are preparing to take off in the Wind Raider when Orko, in his arrow disguise, slips into the quiver.

After Angast falls into the spider web, a removed scene had a giant spider descend upon him. As the

spider is about to pounce, Angast turns, annoyed, and gives a tremendous growl. The spider zips back up the web line, howling like a puppy dog.



TRIVIA

• Man-At-Arms makes reference to the kingdom of Eastfen, a location referenced by the disguised Skeletor in "The Dragon's Gift."

• Jay Scheimer is the voice of Queen Marlena in this episode.

• Starchild returns under the care of the Tree People, though Bowena does not look like one of their collective.

• Bowena was a character later included in the season 2 series bible written by J. Michael Straczynski.

• The Wind Raider used by the Tree People is more streamlined and known as a Tree Topper.

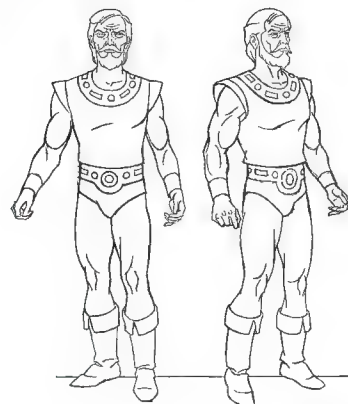
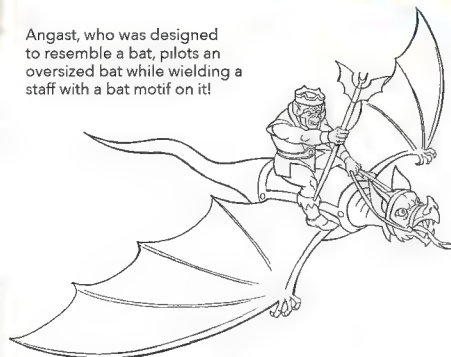
• Once again we see Prince Adam reach for his sword hidden behind his bookcase.

• When Cringer interrupts the transformation sequence, the background music stops. This is the only time in the series this happens.

• In the script Bowena is described as being six feet five inches in height.



Angast, who was designed to resemble a bat, pilots an oversized bat while wielding a staff with a bat motif on it!



CAPTURE THE COMET KEEPER

CAST He-Man, Man-At-Arms, Orko, Prince Adam, Skeletor, Teela, Two Bad, Zagraz

SYNOPSIS At Zagraz Mountain, the heroes enjoy a comet show delivered by the Comet Keeper himself, Zagraz. Unbeknownst to them, Skeletor is watching from Snake Mountain. Angry that Zagraz uses his power over the comets for play, he sends Two Bad out to capture him.

As the heroes depart Zagraz Mountain in the Attak Trak, Two Bad carries Zagraz from his home against Zagraz's protests that his comets will go wild without him. At Snake Mountain, Zagraz is appalled by Skeletor's evilness when the villain explains that his comets will help him defeat He-Man and break into Castle Grayskull.

Meanwhile, at the Royal Palace, Prince Adam and Cringer watch the comets from a balcony, surprised by how unusually close they seem. Man-At-Arms tells Prince Adam that he believes that the comets are out of control, and all his efforts to contact Zagraz have failed. He-Man saves the palace from

being destroyed by a comet, prompting him and Teela to journey to Zagraz Mountain.

Upon arriving they realize that Zagraz is nowhere to be found. Skeletor's image appears before them and he taunts them, explaining that he and Zagraz have joined forces. The pair decide to leave Zagraz Mountain and head for Snake Mountain, where they are confronted by Two Bad piloting the Roton. They manage to outmaneuver the villain and enter Skeletor's domain.

He-Man overpowers Skeletor in a brief confrontation as a now-freed Zagraz realizes that his favorite comet, Doodles, is charging toward Snake Mountain. Out of anger Skeletor blasts the comet, which Zagraz manages to revive with the aid of Teela's love. Skeletor returns to the throne room only to have Doodles chase him straight out into a mud pit. At Zagraz Mountain, the Comet Keeper is reunited with his beloved comets.

MORAL TEELA. "Some people think the only way to solve a difference is to fight. Skeletor, for example. His answer to every problem is 'fight'! He doesn't care who's right or wrong. He thinks that might makes right. Well, it doesn't. He-Man knows that. Even with all his power, he always tries to avoid fighting. Fighting doesn't solve problems. Fighting only makes more problems. See you soon."

REVIEW The actual plot of the episode is nothing special, and coming from a writer that specializes in character-heavy episodes, this is a surprise. He-Man and Teela, and even guest star Zagraz, do not appear to do anything of worth in the episode, and Two Bad is one of the least interesting henchmen the series has ever seen. What Robert Lamb sets out to do with this script is focus on Skeletor's evil like no other episode has dared to do, and this story does succeed in balancing the Lord of Destruction's evil side with his comedic side. Skeletor is the star of this episode, and even though the exploration of his character leaves us wanting more, it does manage to rescue this average script. 6/10

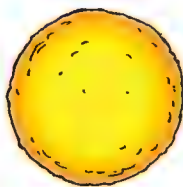
MEMORABLE QUOTES

"When are you goody-goody fools going to understand? I am completely and utterly evil! I live to be bad. I care for no one and no one cares for me." [Skeletor tries to explain himself to Zagraz]

"I think about ruling all Eternia more than I think about fighting. Fighting is a close second." [Skeletor reveals his priorities]

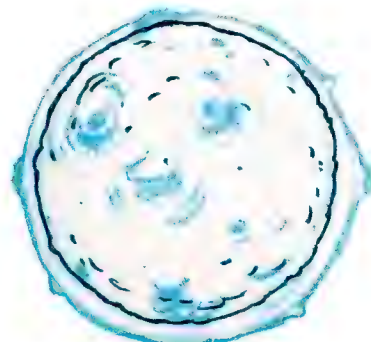
"You broke my staff!" [Skeletor is not happy with He-Man]

"As long as I'm around I will not let you do evil!" [He-Man makes himself clear to Skeletor]



"DOODLES"

A SMALL, BEACHBALL SIZE COMET
(REF TO MU-1)



SAME/AS

The shot of Prince Adam on the balcony would later appear in the *She-Ra* episode "Shera Makes A Promise."

The animation of the tower falling with He-Man catching it and placing it safely on the ground was originally used in "Return of the Gryphon."

Teela's shock upon seeing the comet on a collision course with He-Man was previously used in "The Great Books Mystery."



DELETED SCENES

Originally in the script Two Bad's role was divided between Beast Man and Trap Jaw. When Filmation decided to include a few more season 2 characters, Robert Lamb was requested to bring Two Bad into the script.

One of the scenes completely removed from the episode had Skeletor tempt a young boy, via his view screen, into throwing a stone through a window.

A line of dialogue had Teela ask He-Man why he never takes her on a date, in reference to He-Man telling her, "I have a date with a comet."

A piece of dialogue removed from the episode had Skeletor finally say to He-Man, "I hate you!"

In response to his original script, Robert Lamb was told, after making the Lord of Destruction too evil, "Skeletor is not the Devil!"



TRIVIA

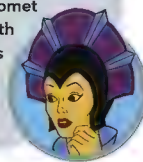
• Robert Lamb wrote this episode to showcase the darker side of Skeletor but was prevented from writing the script he wanted.

• Two Bad references the episode "The Cosmic Comet," even though technically he was not around during the timeline of that episode.

• In the script, Two Bad's two heads are referred to as "Bluehead" and "Yellowband." This was adopted by the UK comics when Skeletor would talk to the villain.

• Two Bad was designed by character artists Lew Ott and Herbert Hazeltin.

• Robert Lamb named the small comet "Doodles" out of frustration with having to tone down Skeletor's evil in the episode.



BONUS ENTERING SNAKE MOUNTAIN:

He-Man and Teela use Skeletor's Roton and enter Snake Mountain through a skull-like mouth entrance also seen in "Three on a Dare." Skeletor inquires as to how He-Man entered his lair, saying the door was locked and implying another door was entered—or in this case, broken.

M.U.126
Names added to
Too Bad



THE ANCIENT MIRROR OF AVATHAR

CAST Angus Og, Captain Falk, Evil-Lyn, He-Man, Melaktha, Moss Man, Opie, Prince Adam, Trap Jaw, Two Bad



MEMORABLE QUOTES

"Arr, no, me bucko. You must be thinking of some other scurvy knave." [Trap Jaw does his best impersonation of Long John Silver]

"I think I know a little more about old things than a patch of fungus!" [Melaktha's impatience with Moss Man runs out]

"Better to face an angry storm than an angry Skeletor!" [Two Bad has good advice for Trap Jaw]

SYNOPSIS Prince Adam, Melaktha, and Moss Man set sail on an expedition to find the ancient island continent of Avathar, a once-powerful empire that ruled over all of Eternia. Unbeknownst to them, Trap Jaw has snuck onboard their ship, the *Fairwind*, disguised as a sailor to find out more about their mission.

Meanwhile, Angus Og instructs his son, Opie, in how to operate their lighthouse while he is away. Opie finds the thought of operating the lighthouse very boring and would rather play. Back on the ship the heroes locate the island of Avathar, and almost immediately Melaktha finds an entrance to an ancient museum.

After overcoming some traps inside the temple with the aid of He-Man, Prince Adam, Melaktha, and Moss Man discover the Ancient Mirror of Avathar, which holds the entire knowledge of the Avathar Empire. Trap Jaw contacts Snake Mountain, where

both Evil-Lyn and Two Bad order him to steal the mirror.

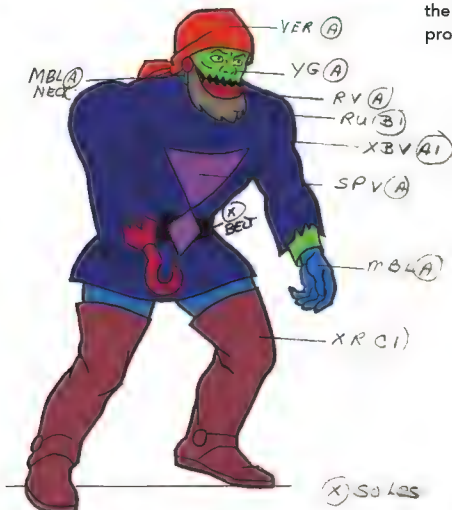
On the journey back, a fierce storm severely hinders their ability to reach land. Opie, who has long since left the controls of the lighthouse, discovers that the light has stopped rotating. Prince Adam and Moss Man discover Trap Jaw and imprison him seconds before the ship crashes into rocks. Prince Adam transforms into He-Man and manages to lift the ship out of the water, but this only proves to be a temporary solution. Moss Man uses his power over the seaweed to plug the hole in the ship.

Angus Og returns, and he and Opie use a mirror to reflect the beacon light in the right direction. He-Man ties a rope from the ship around himself and begins to swim back but is unable to find his way until the light from the lighthouse guides him. The storm passes, and the heroes venture back to Eternia as Opie learns that no job is unimportant.



MORAL HE-MAN. "Have you ever had a job to do you thought was boring and unimportant? We all have. Opie did. But no job is unimportant. Opie learned that if he'd done the little jobs his father gave him things would not have gone wrong. So remember, any job worth doing is worth doing well. No matter how dull it may seem at the time. Bye for now."

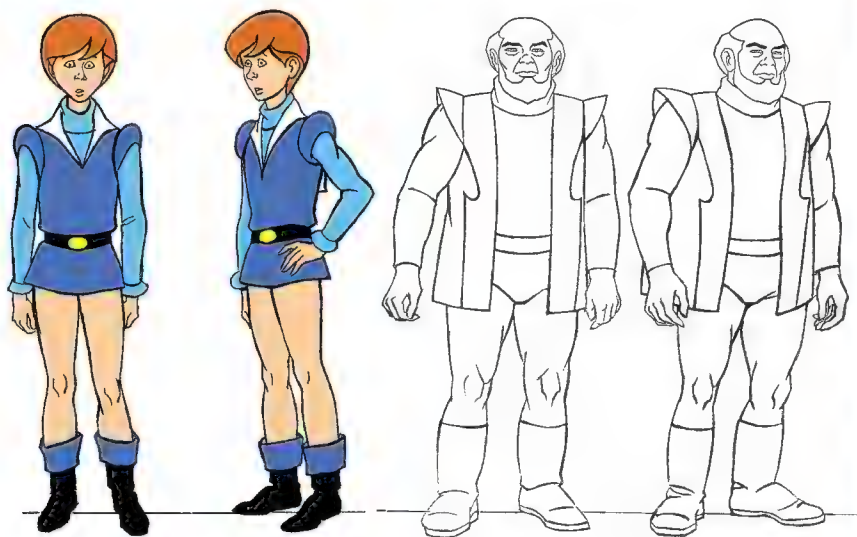
REVIEW There are many things that are refreshing about this episode. Prince Adam, Moss Man, and Melaktha make for an interesting group of characters, and they are able to carry the plot. Moss Man is given the episode he truly deserves and shines throughout. His character is well rounded and extremely likable, and we see good uses for his abilities. The story does a fantastic job of balancing two seemingly unconnected plots, and it is enjoyable to see the two plots collide during the fury of the storm. Of course, the mirror itself gets minimal screen time, but the characters and the amazingly directed storm at the end provide us with an entertaining episode. **7/10**



SAME/AS

Opie's character model was previously used as Prince Glitch in "Things That Go Bump in the Night."

The interior of the main Avatharian temple is based on Shokoti's lair in "House of Shokoti" Part 2.



DELETED SCENES

In the script, having apologized to the vines, Melaktha questions himself: "What am I doing talking to vines?"

Originally we were not to see He-Man transform back into Prince Adam. In the script He-Man pulls Melaktha out of the trap with the rope and ends up

in a dark recess. As Melaktha gets to his feet, Prince Adam simply walks out of the darkness.

In a removed scene the heroes place many boards over the hole in the ground so that no one else can fall in.

TRIVIA

• Robert Lamb heavily rewrote this episode, which was originally a freelance script titled "Angus Og, Lighthouse Keeper," to make it work in the context of *He-Man*.

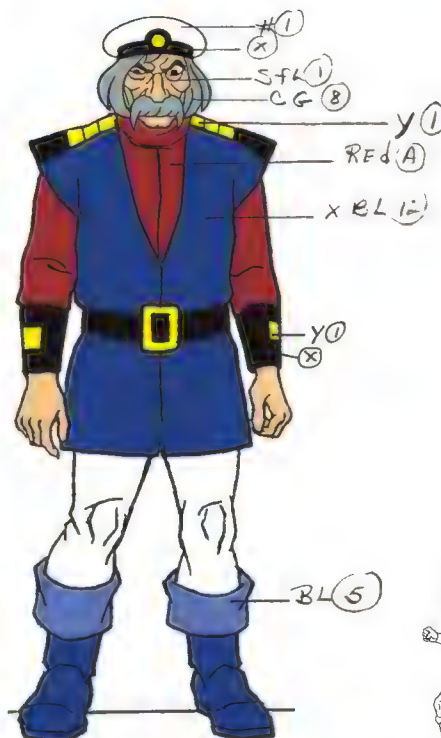
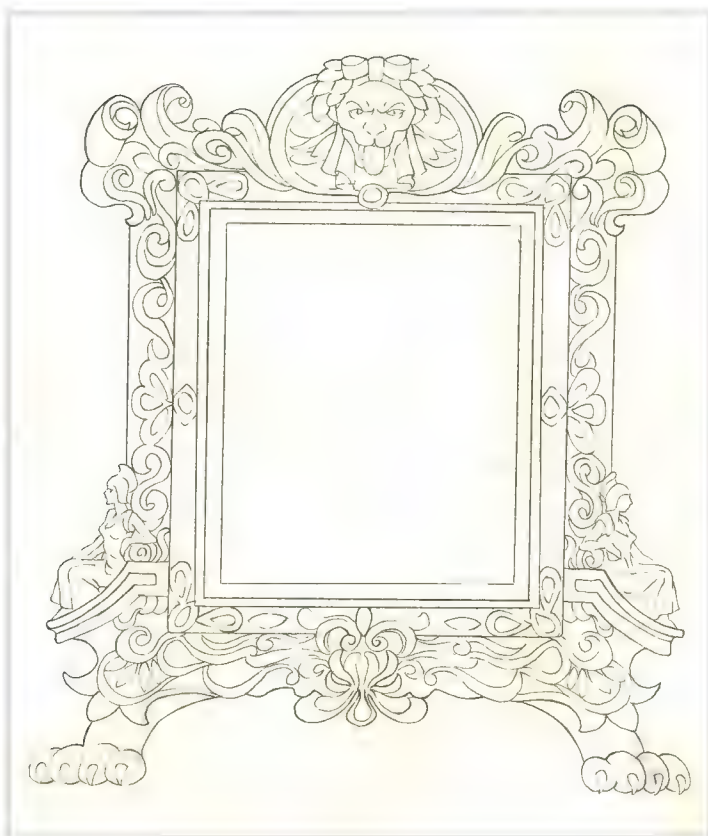
• Originally this was going to be a two-part episode rife with the history of Eternia, but when the heads at Filmation saw that the series was coming to an end, they decided to make it a one-part episode, forcing Robert Lamb to cram two episodes into one (unlike Larry DiTillio's "House of Shokoti," which saw the reverse happen).

• As in his appearance in "A Bird in the Hand," Melaktha is quick to judge and immediately takes a dislike to Moss Man.

• Melaktha makes his sixth and final appearance in the series with this episode.

• This is the third of the three times that we see He-Man transform back into Prince Adam. Here he says nothing, in keeping with the transformation seen in "No Job too Small." Contradictory to this, in "The Problem With Power" he calls upon the power to return.

• This episode was storyboarded by Kevin Harkey, who would go on to become one of a team of story developers for Disney, working on such films as *Beauty and the Beast*, *Aladdin*, and *The Lion King*.



THE GAMES

CAST Beast Man, Cringer, Fisto, He-Man, Man-At-Arms, Mer-Man, Orko, Prince Adam, Skeletor, Spikor, Teela

SYNOPSIS Fisto is receiving his first tour of the Royal Palace from Prince Adam, Cringer, Man-At-Arms, and Orko when a large alien ship appears in the sky. The aliens announce themselves as the Bendari, seekers of the truth. They reveal that where they come from there is no evil, only good. As a result they have arranged a game that will help them understand this dichotomy by pitting the strongest representatives for both good and evil against one another.

later, Spikor is chosen to represent evil, with Skeletor assuring him that he and his warriors will aid Spikor during the game.

The two warriors learn that the object of the game is to collect as many hidden game pieces as possible, and that good is bound by its own rules, while evil is bound by none. It soon becomes apparent that Beast Man, Mer-Man, and Skeletor are aiding Spikor, threatening the life of Fisto in the process.

He-Man takes Fisto's place midway through the games and locates a game piece worth one thousand points, leveling the scores. When one game piece is left, He-Man and Spikor climb a large tree to retrieve it. Spikor falls, but He-Man saves the villain, who in return knocks He-Man from the tree. He-Man shakes the tree and catches the falling game piece.

The Bendari announce that good is the victor. Spikor returns to Snake Mountain, where Skeletor declares that he hates losing.

At Snake Mountain, Skeletor, wishing to avoid a confrontation with He-Man in the game, uses the Evilgizer on Spikor, increasing the evil power within the villain ten times over.

Back at the palace, Prince Adam and Teela train with their swords as Fisto prepares to leave for his forest. Teela prevents Prince Adam from leaving, and the Bendari, unable to locate He-Man, select Fisto as the representative of good. A short while

MORAL MAN-AT-ARMS. "Today we learned about the value of trying—even when the odds are against you. Sometimes, when people around us aren't playing by the rules, or the job seems too big, it's easy to become discouraged. That's when you really have to stick with it and keep trying, because that's how winners are born. So, whether you're playing a game or doing your schoolwork, no matter how far behind you think you are, don't give up. Remember—you can't win if you don't try. See you next time!"

REVIEW Fisto's treatment at the hands of J. Michael Straczynski in this episode is one of the strangest pieces of writing in the series. From the story's beginning, Fisto appears to doubt his own abilities, believing he could never be a hero like He-Man. When he is selected to represent the side of good in the games, we see a chance for him to prove himself. However, during one of the first challenges of the contest, Fisto is replaced with He-Man—a decision that makes no sense whatsoever. Having developed a story focusing on Fisto's self-doubt, the script tosses the character aside, affirming that doubt, and he is never seen again. And the less said about Spikor the better. **2/10**

MEMORABLE QUOTES

"Spikor will be winner! Spikor is strongest!" [Spikor is rarely short of confidence]

"Winning at Spikor's expense wouldn't be winning at all." [He-Man explains his motive for saving Spikor to the Bendari]

"I hate losing!" [Skeletor learns something from the day's events]



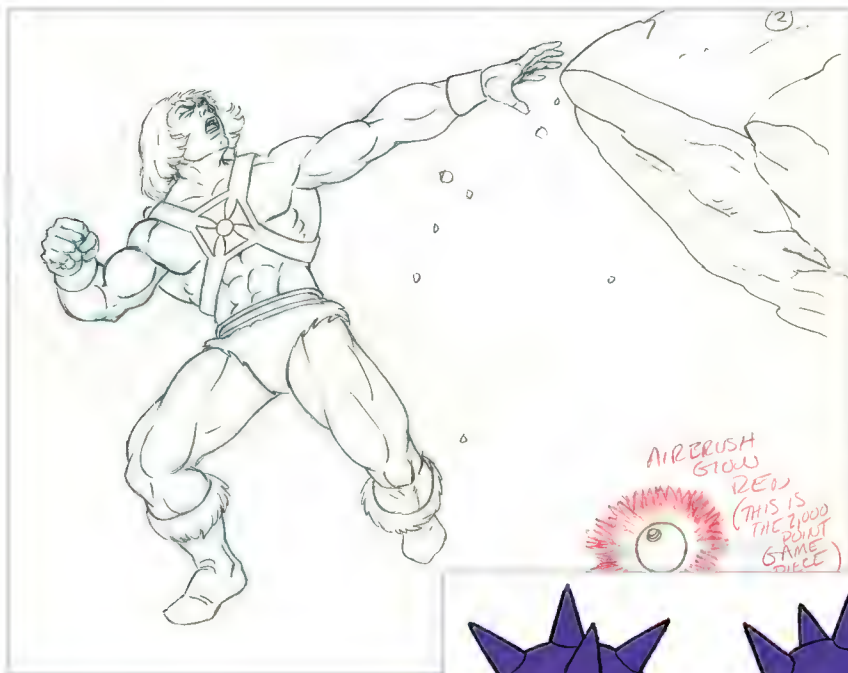
SAME/AS

The sword fight between Prince Adam and Teela is based on a rotoscoped sequence that was previously used in "The Dragon's Gift," "The Return of Granamyr," and "One for All."

Skeletor's drilling machine from "The Search" is used by the villain once more.

The design of the large bird that carries Spikor into the sky is based on the Mother Roe from "Valley of Power."

Skytree and his surrounding forest from "The Dragon's Gift" can briefly be seen.



DELETED SCENES

In the original script an impatient Cringer and Orko hurry Prince Adam to start the race.

A scene removed from the episode had Prince Adam and Cringer discuss leaving, so that He-Man would be able to make an appearance in time for the arrival of the Bendari.

Right: Alberto De Mello illustrated this collection of expressions for Spikor as a guide for the animators.



TRIVIA

- The sound emitted by the Bendari spaceship is the same as the background noise heard on the starship *Enterprise's* bridge in the classic *Star Trek* series.

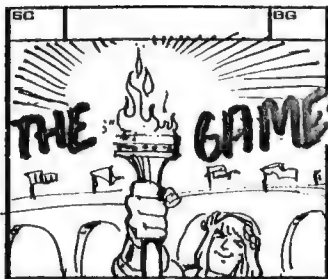
- Mer-Man makes an extremely rare season 2 appearance in this episode, alongside his old partner from "The Search," Beast Man.

- Spikor is written and portrayed as the least intelligent member of Skeletor's Evil Warriors.

- Richard Trueblood, the director of this episode, was also an animator throughout his time on the series.

- Spikor was designed by character artist Harry Sabin.

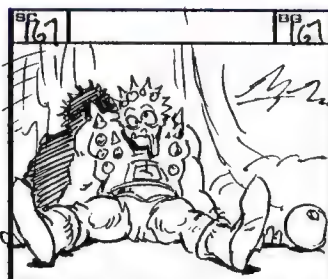
- In the opening panel of the storyboards by Humberto De La Fuente, He-Man is illustrated holding an Olympic torch.



MU #66128



But for how long? The stone's getting heavier...and heavier!



ON DAZED SPIKOR LAYING NEXT TO TREE W/ AN ORB BESIDE HIM.



TO SAVE THE CREATURES

CAST Beast Man, Dr. Sheveen, Evil-Lyn, He-Man, King Randor, Maddok, Orko, Prince Adam, Rikki, Skeletor, Teela

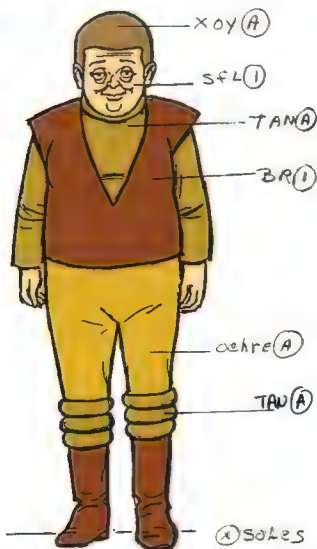


MEMORABLE QUOTES

"I hope it's better than your last idea—or it will be your last idea!"
 [Skeletor warns apprentice villain Maddok]

"No creatures will be destroyed in my kingdom!" [King Randor makes his feelings clear]

"We must find another way to disrupt King Randor's party!" [Skeletor clearly does not like King Randor's birthday]



SYNOPSIS King Randor's birthday gives cause for a huge party at the Royal Palace. Prince Adam, Teela, and Orko take time out to visit Rikki's father, Dr. Sheveen, at the Animal Sanctuary. Dr. Sheveen mentions that the Bigtooth Furlons have not been seen in a while, so the heroes volunteer to go and look for them in the Blue Valley.

Meanwhile, near the Animal Sanctuary, Beast Man places an Anger Beam Sender atop a large tree while Skeletor and Evil-Lyn watch the evil inventor Maddok monitor its activity from inside the Collector. Maddok captures the Bigtooth Furlons by digitizing them onto tape, but their disappearance is noticed by the heroes.

In retaliation Maddok uses the Anger Beam Sender to transform the mischievous Chimporillas into savage animals that begin to attack. Prince Adam transforms into He-Man and manages to defuse the situation by saving one of the Chimporillas. Maddok

uses the Anger Beam Sender once more to turn the slithering Crawlers against the heroes. Rikki and He-Man work together to dispel the threat. Skeletor orders Maddok to send the captured Bigtooth Furlons into the grounds of the Royal Palace, disrupting King Randor's party.

He-Man, Orko, Teela, and Rikki return to the palace, where they are able to corral the Bigtooth Furlons into the Animal Sanctuary. Maddok then traps Teela, Orko, and Rikki between two species of animals that are natural enemies, the Elodons and Garks. Rikki uses his friendly relationship with one of the Elodons to lead them to the Blue Swamp away from the Garks while Beast Man, not wishing to be replaced by Maddok, guides He-Man to the Anger Beam Sender. He-Man grabs the device and launches it into the Collector, where the Evil Warriors are attacked by many angry insects.

MORAL **ORKO.** "Well, from now on, I'll be happy to look at the Elodons and Garks from outside the sanctuary!" **TEELA.** "It was just Skeletor's meddling that made those creatures angry." **HE-MAN.** "And fortunately, Rikki had a solution that helped him learn a lesson." **RIKKI.** "Anything that's really worth doing takes a lot of hard work and study." **TEELA.** "Maybe if you care about what you're doing, the work won't seem quite so hard." **RIKKI.** "Well, I guess I had to grow up a little before I understood that." **HE-MAN.** "Well, growing up isn't easy, Rikki. Not for anyone!"

REVIEW This episode tries to be refreshing with its new settings and environments, but only succeeds in being boring in a completely new way. Maddok is a good guest villain, and it is interesting to see Skeletor putting a villain to the test, but it is often played for comedy which really does not work. As a guest character Rikki shows a great deal of potential, but annoyingly the script veers away from his initial reluctance to accept his affinity for the animals. The heroes are by far the most misused throughout the episode. They merely walk from animal confrontation to animal confrontation, with each one having to be solved in some way that involves Rikki. **4/10**

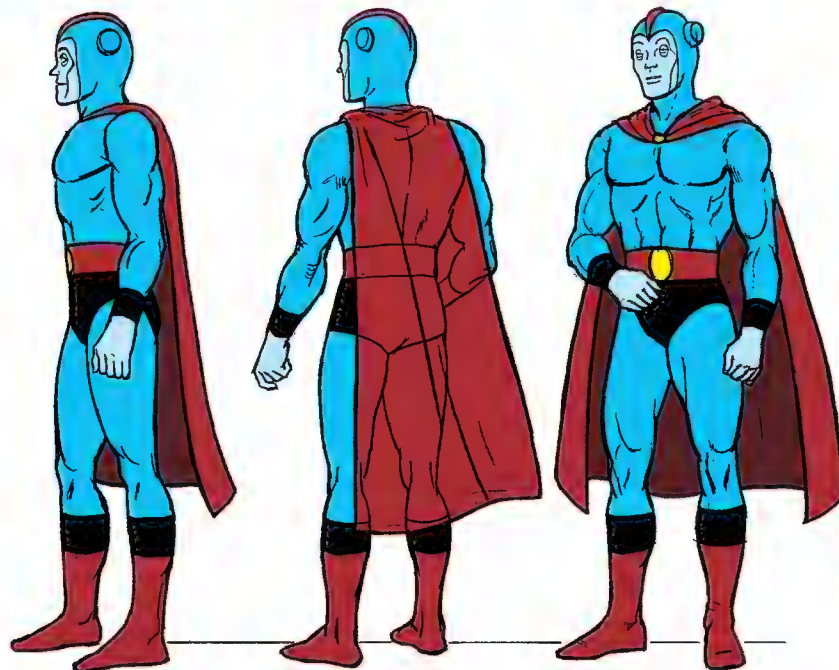


SAME/AS

The design of the Chimporillas is based on N'kima from Filmation's *Tarzan* series.

One of the two guards that report to King Randor is based on the design of Rago's guards in "It's Not My

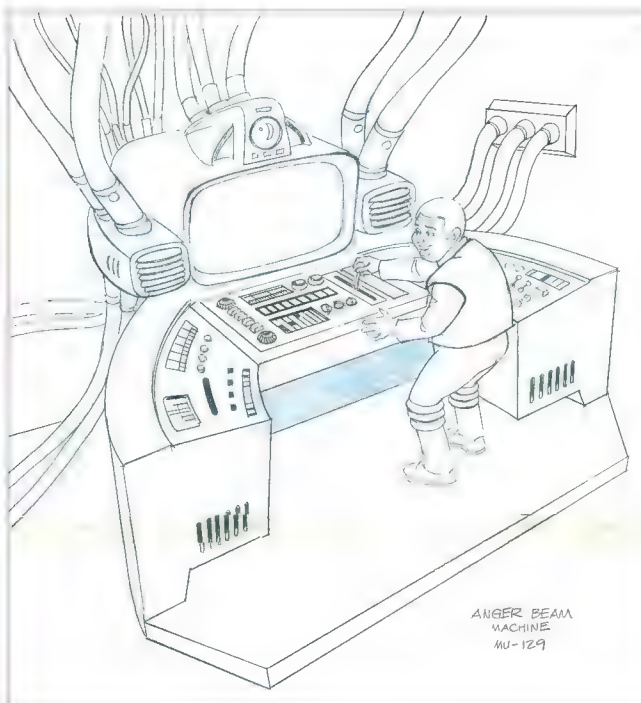
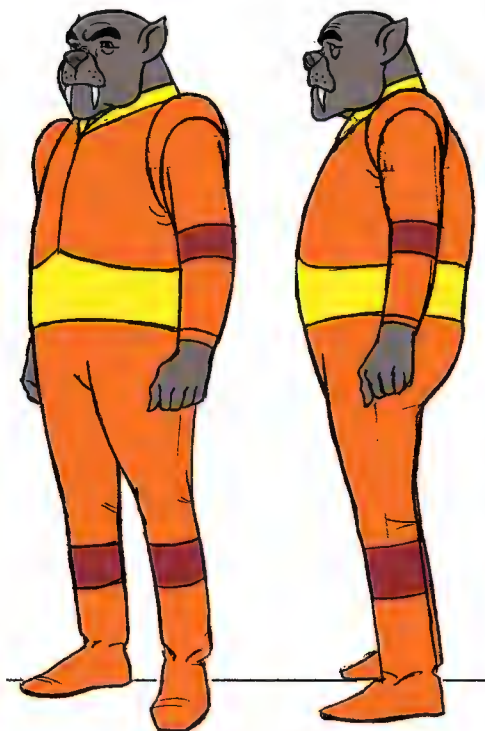
Fault." The other character was originally designed to appear in "Trouble's Middle Name" but never did.



DELETED SCENES

At the beginning of act 2, He-Man and Teela speculate as to who is behind the animals' change of behavior. Teela suggests Beast Man, but He-Man replies that the villain does not have the required power.

Throughout the script, the characters hear the oscillating sound put out by Maddok's invention, often foreshadowing danger.



TRIVIA

- Dr. Sheeven's character design and voice are based on actor Jimmy Stewart.
- Maddok is described in the script as a futuristic "Professor Irwin Corey."
- Amusingly, one hundred and twenty-nine episodes into the series we finally see Skeletor forcibly trying to replace Beast Man with another character.
- During the celebrations at the Royal Palace, there are numerous striking characters never before seen in the series.
- This episode was storyboarded by Michael Swanigan, who went on to coauthor the book *Animation by Filmation*.
- Beast Man's near-final design showed him with shaggy legs. His legs were simplified at the eleventh hour by giving him boots to wear.



BONUS THE SAVAGE HENCHMAN:

In his final appearance in the *He-Man* series, Beast Man, at the threat of being replaced, aids He-Man in his mission to stop Skeletor—once and for all proving that the Savage Henchman is a thing of the past.

THE COLD ZONE

CAST Battle Cat, Cringer, He-Man, King Pythos, Kobra Khan, Man-At-Arms, Orko, Prince Adam, Scales

SYNOPSIS At the Royal Palace, Prince Adam, Cringer, Man-At-Arms, and Orko are surprised when Kobra Khan appears, emerging from the Land Shark and requesting their aid. He explains that his people, the Reptons, are in great danger due to the Eternal Flame that keeps their civilization warm mysteriously being extinguished. If the flame is not reignited, the Reptons will succumb to permanent hibernation.

The heroes agree to help, and after Prince Adam and Cringer have transformed into He-Man and Battle Cat, they follow Kobra Khan to the Reptons' lair. On the way they encounter a Korlock; He-Man defeats the creature, and much to everyone's surprise, Kobra Khan saves Man-At-Arms' life.

Entering the Reptons' lair, the heroes notice that Kobra Khan, who is supposed to be leading them to the room that once housed the Eternal Flame, has disappeared, though his voice calls out in the distance,

guiding them. The heroes locate the room but see no sign of Kobra Khan. As they muse as to how to restore the Eternal Flame, the Reptons appear and arrest the heroes, blaming them for the loss of their flame.

The heroes are presented to King Pythos, the wise ruler of the Reptons, where they are accused of putting out the flame, based on the eyewitness testimony of Kobra Khan. The villain goads King Pythos into giving his crown to whoever restores the Eternal Flame.

However, the villain's scheme backfires when he realizes that the Ice Crystal he used to smother the flame has put it out permanently. Resident court jester Scales frees He-Man and his friends and leads them back to the Eternal Flame. He-Man uses a large stalactite to drill down to a layer of molten rock, which restores the Eternal Flame. The Reptons finally discover Kobra Khan's treachery.

MORAL MAN-AT-ARMS. "Today we learned the importance of making the right decisions. When Kobra Khan lied about He-Man, King Pythos believed him at first because Kobra Khan was one of his people. But later, he learned that trusting Kobra Khan was a big mistake. So when you have to make a decision about something, don't just jump at the first, or the easiest, answer. Think it through. Look at both sides and then decide. That way, whatever decisions you make will have a better chance of being the correct ones! See you next time!"

REVIEW It is clear that throughout his time on the series J. Michael Straczynski was a fan of Kobra Khan, so this episode was a natural progression for the character. Unfortunately, the one problem with this episode is that it is actually quite dull. Act 1 takes too long to get going, and the heroes' journey is interrupted with a pointless action scene involving the Korlock. The episode begins to show promise as the heroes make their way into the Reptons' lair. However, the second act seems to meander along at a slow pace. The one thing to note about this episode is how little the heroes actually do. **4/10**



MEMORABLE QUOTES

"What a strange day this is turning into." [Man-At-Arms is stunned after being saved by Kobra Khan]

"It's what I live for, Orko." [Battle Cat looks forward to confronting Kobra Khan]



SAME/AS

The design of the Korlock was previously used for Yog in "Song of Celice."

When He-Man punches the cell door, the sequence was previously used in "Teela's Trial."



TRIVIA

- The voice of King Pythos is described in the script as sounding like "dry leaves rustling down a sidewalk."
- This was the last episode in production order, as it was the last script approved.
- The character of Kobra Khan is voiced by Lou Scheimer.
- The Land Shark in this episode appears to have a roof cover to shield the driver.
- The 1985 batch of episodes can be determined by the cel overlay of the jaw-bridge during the end credits.



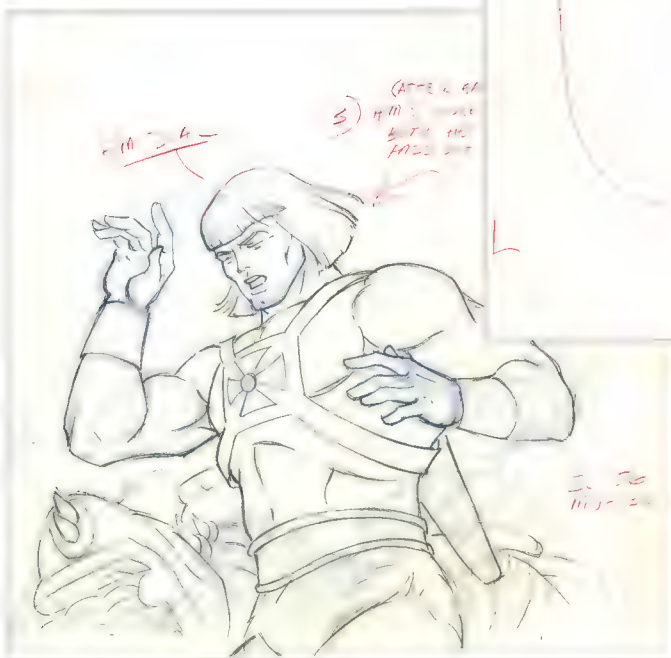
BONUS

THE POWER OF HE-MAN: He-Man uses a large stalactite to drill deep down to a level of molten rock. He then leaps out just in time as a fountain of lava shoots upward.

DELETED SCENES

Instead of shooting a laser beam from his eye, in the original script Kobra Khan saves Man-At-Arms by firing a gun at the falling tree.

In the script, when the heroes have lost sight of Kobra Khan in the lair of the Reptons, he is seen to be watching them from the darkness, but only his eyes are shown.



Above: As seen in the moral segment, the mechanical birds had the ability to break the fourth wall.





CHAPTER 3

SHE-RA SEASON 1 (1985)

She-Ra was developed by both Mattel and Filmation and was primarily the brainchild of Larry DiTillio. While Mattel had often provided Filmation with conceptual designs for toys which had been used in the *He-Man* series, *She-Ra* featured a far more cooperative approach, with artists for both companies developing aspects of each character.

Larry DiTillio was responsible for shaping not only the planet of Etheria but also the personalities of many of the heroes and villains of the series. J. Michael Straczynski went through the scripts, along with Robert Lamb, to address any possible story conflicts and rewrite where necessary, bringing about a high level of continuity that not even the *He-Man* series had witnessed!

The adventures of *She-Ra* were developed to take place on a planet ruled by the Evil Horde, with the citizens and heroes oppressed by the incredibly cruel dictatorship of Hordak. The mood of the show would change as the series progressed and the writers focused less on the oppression that the Rebels suffered—although some episodes, such as “Book Burning” and “The Price of Freedom,” would remind the audience just how evil the Horde were.

Although production was wrapping up on *He-Man* as the *She-Ra* series was in full swing, many writers and artists at

Filmation had grown to love the cast of *He-Man and the Masters of the Universe*. And so, when the opportunity arose, they included characters from and references to the cast of *He-Man*, even those such as Granamyr who were simply guest characters on the *He-Man* show, albeit highly memorable ones!

Visually, *She-Ra* was the strongest series that Filmation had produced at that time. Although, as with *He-Man*, numerous stock animation sequences had been created in advance, the animators were now proficient in creating the look of an action-adventure series, and the storyboard artists had perfected the same/as system they developed for *He-Man*. This season also saw new directors step into the fray, with storyboard artists Tom Sito and Tom Tataranowicz bringing their own unique and highly memorable styles of directing to the show.

She-Ra's first season not only created new life for the *He-Man* series but also established itself as a wonderful cartoon in its own right, with a fantastic lead character in *She-Ra*, the Princess of Power!

INTO ETHERIA

CAST Adora, Arrow, Battle Cat, Bow, Broom, Catra, Cringer, Glimmer, He-Man, Hordak, Kowl, Leech, Madame Razz, Man-At-Arms, Mantenna, Prince Adam, Scorpia, Shadow Weaver, Sorceress, Sprag



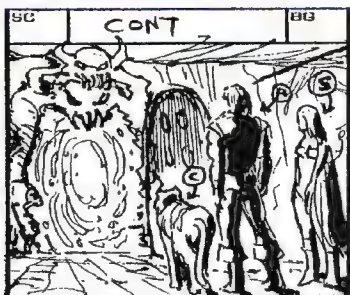
MEMORABLE QUOTES

"Can it be? After so long..." [The Sorceress muses over the appearance of the Sword of Protection]

"That's not very ladylike. Of course, you're not much of a lady, anyway." [He-Man makes an observation while fighting Scorpia]

"You're mine now, stranger. You and this curious sword." [Adora holds the Sword of Protection for the first time]

BONUS HORDAK ATTACK: With his first onscreen transformation, Hordak changes his right arm into a cannon and destroys the infamous "OBEY" statue.



SYNOPSIS On Eternia, the Sorceress of Castle Grayskull is troubled by nightmares. In her dream, an armored figure kidnaps an infant and escapes through a dimensional gate. Waking with a start, the Sorceress finds a mysterious jeweled sword floating above her. It leads her to a locked door in the castle that swings open for the first time, revealing a dimensional gate. The Sorceress summons Prince Adam and hands him the jeweled sword, sending him through the dimensional gate to find its rightful owner.

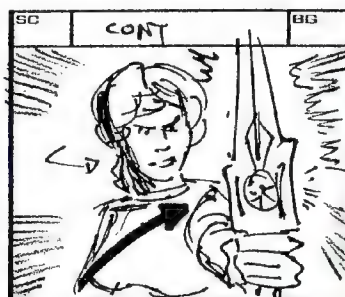
Prince Adam and Cringer find themselves on the planet Etheria. They begin their search at the Laughing Swan Inn, where they find a group of Horde Troopers intimidating a bard. Prince Adam is able to defeat the Horde Troopers with the help of a hooded stranger who introduces himself as Bow. Bow and his companion, Kowl, suggest Prince Adam and Cringer join them in the safety of the Whispering Woods, the home of the Great Rebellion.

In the Fright Zone, Hordak, the ruler of the Evil Horde on Etheria, receives word about the incident in Thaymor. He demands the assistance of Force Captain Adora, who will help him set a trap to ensnare the perpetrators.

Meanwhile, in the Whispering Woods, Bow introduces Prince Adam and Cringer to Glimmer, leader of the Great Rebellion. As introductions are made, Madame Razz brings word that the Horde are enslaving the people of Thaymor, and that they will only stop when the Rebels responsible for the earlier display of defiance turn themselves in. Glimmer declares that the Great Rebellion will head to Thaymor and free the villagers from enslavement.

Arriving in Thaymor, the Rebels spot Force Captain Adora and a Horde Force Squad loading villagers into a slave transport. They launch a surprise attack to free the slaves and keep the Force Squad at bay. Initially having the upper hand, Glimmer and Bow soon fall afoul of the Horde, prompting Prince Adam to transform into He-Man. With Battle Cat at his side, He-Man repels the Horde. However, upon confronting Adora with the jeweled sword, the most powerful man in the universe is shocked when her face appears in the jewel. Realizing that Adora is the one he is looking for, He-Man is caught off guard and hit with a stun ray from behind. Adora picks up the sword and claims the dazed He-Man as her prisoner.

REVIEW With drama, mystery, heart, and humor, this episode has every element needed to capture audiences of yesteryear or today. Larry DiTillio weaves the story expertly and introduces us to the world he has created with an unparalleled care for his work. From the Sorceress's traumatic opening nightmare and the all-out clash between the Horde and the Rebels to the edge-of-the-seat closing cliffhanger, this episode is a roller coaster of emotions from start to finish, giving the stories of the established Eternian heroes a deeper level. It introduces us to compelling new characters who are crafted realistically and with diligence. "Into Etheria" is an epic, dramatic first chapter to the "Sword of She-Ra" story cycle and, indeed, the book of Etheria we're about to read. 9/10



SAME/AS

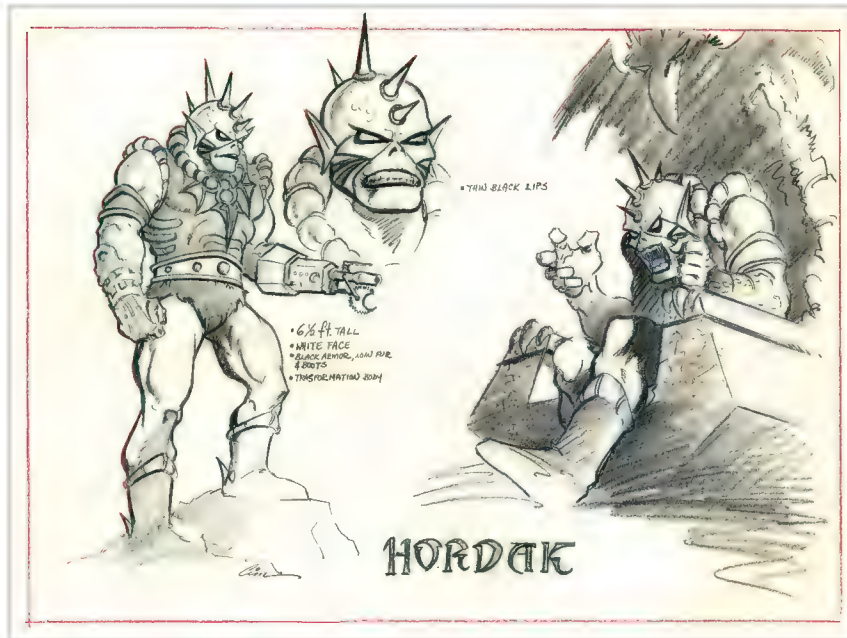
The stock animation of the Sorceress raising her hands was originally used in "The Cosmic Comet," the first episode of *He-Man and the Masters of the Universe*.

Prince Adam sheathing the Sword of Protection is based on the unused stock footage of the character unsheathing the Sword of Power.

The creature that walks past the Laughing Swan Inn originally appeared as a Slotto in the *He-Man* episode "Evil-Lyn's Plot."

The "OBEY" statue that Hordak destroys would be redestroyed by him in the episodes "The Perils Of Peekablue" and "Glimmer Come Home."

The sequence which sees Prince Adam run behind a house and peer around the corner was originally used in the *He-Man* episode "Pawns of the Game Master."



DELETED SCENES

In the original script the Sorceress's dream sequence was a little longer and rather traumatizing; she awakes with tears streaming down her face and describes her experience as nothing but a nightmare.

In a piece of removed dialogue, Cringer requests that he and Adam ignore the mission to Etheria, saying that it sounds "screwy."

In the script Prince Adam and Bow would add further insult to injury by throwing cream pies in the faces of the Hordesmen.

The messenger we meet in the Fright Zone at the beginning of act 2 was originally dropped down the trapdoor by Hordak for delivering bad news.

In a removed scene, Leech, Mantenna, and Scorpia all separately request to destroy the village of Thymor.

Sprag originally greeted Cringer with a Twigget salute, simply touching his own nose.

A brief removed scene had Sprag helping Glimmer and Bow to their feet and then raving about He-Man, referring to him as a "big, strong fella!"

The original ending had Adora catch He-Man off guard and stun him with an energy baton; there would be no Horde Trooper involved.

TRIVIA

• The opening credits for the first three episodes of the series are unique in that they allow She-Ra's alter ego to remain a mystery until it is revealed in "She-Ra Unchained."

• As many of the *Princess of Power* characters were still being designed, Don Manuel's storyboard for this episode features conceptual character models for much of the cast.

• Before they were designed to all look the same, it was scripted that the three Horde Troopers in the Laughing Swan Inn were going to have their respective faces visible. Marg, whose name we hear, was the "Scar Faced Hordesman," and he was to be accompanied by a "Reptilian Hordesman," which explains why one of the Horde Troopers speaks with a hiss, and a "Hawk Hordesman."

• The earliest draft of the episode has Bow's horse, Arrow, referred to as Firehoof, then Allegro. The name Arrow is not mentioned in the script at all.

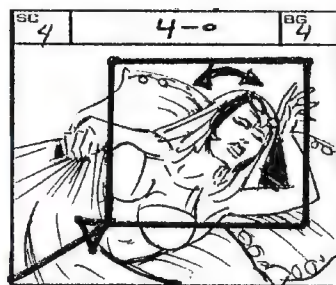
• When we first see the Fright Zone's throne room, a fleet of ships flies past in the background to give an impression of scale. Apart from the episode "Beast Island," this would be the only time in the series that we see this happen.

• Hordak is voiced by George Dicenzo, who previously made two uncredited vocal appearances in the *He-Man* series as Lord Tyrin in "The Sleepers Awaken" and Garth in "Eye of the Beholder."

• When Glimmer first sees Prince Adam, she appears to be attracted to him. This attraction would not be referenced for another eighty episodes.

• Adora's character model was designed by artist Diane Keener, based on many different concepts provided by the character design department.

• While Adora would always remain in her trademark red outfit whether fighting for the Horde or for the Rebellion, the UK *Princess of Power* comics show her fighting in a blue Horde Force Captain uniform, complete with Horde insignia.



Left: The Sorceress is plagued by nightmares of the past.



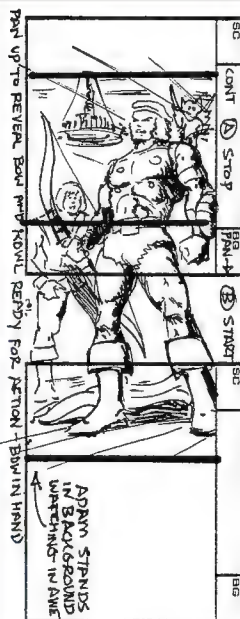
One of the earliest designs of the three Hordesmen that enter the Laughing Swan Inn.



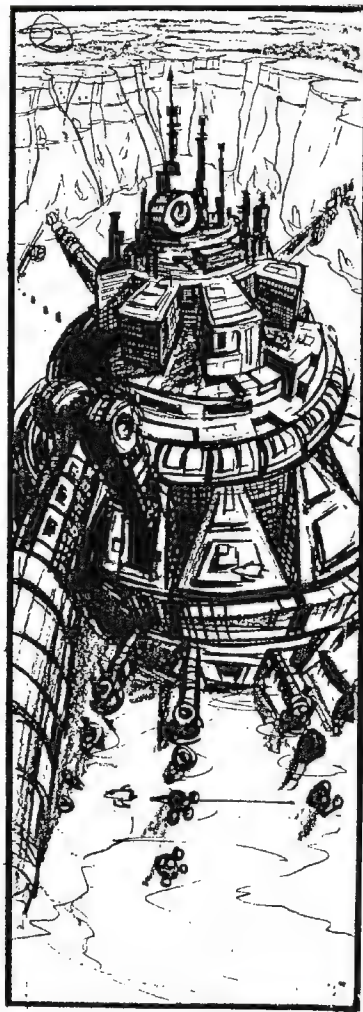
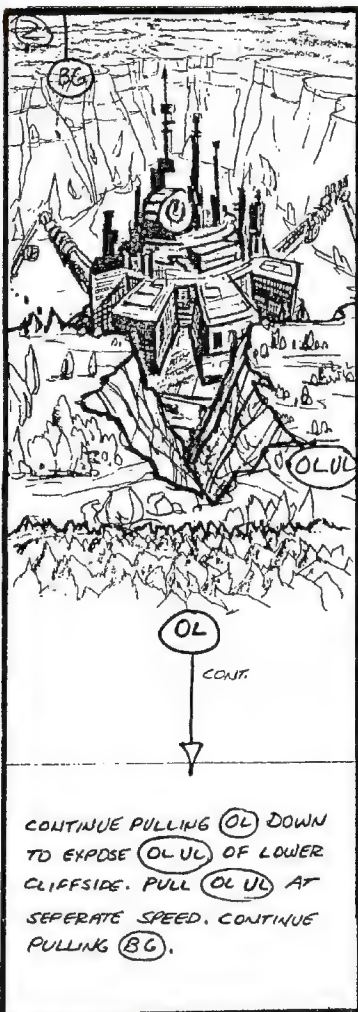
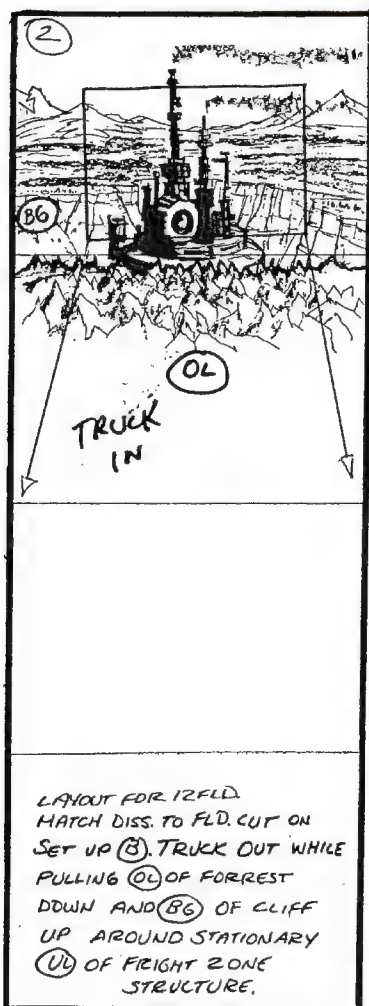
REPTILIAN HORDESMAN

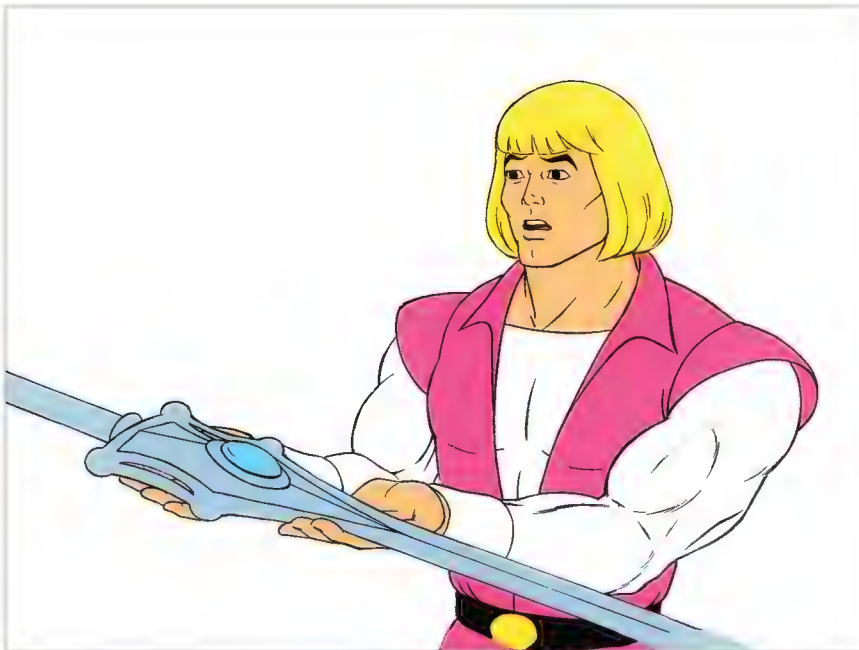
SCAR FACE HORDESMAN

HAWK HORDESMAN

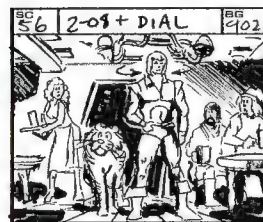


ADRIAN STANDS IN BACKGROUND WHILE FIGHT IN FOREGROUND

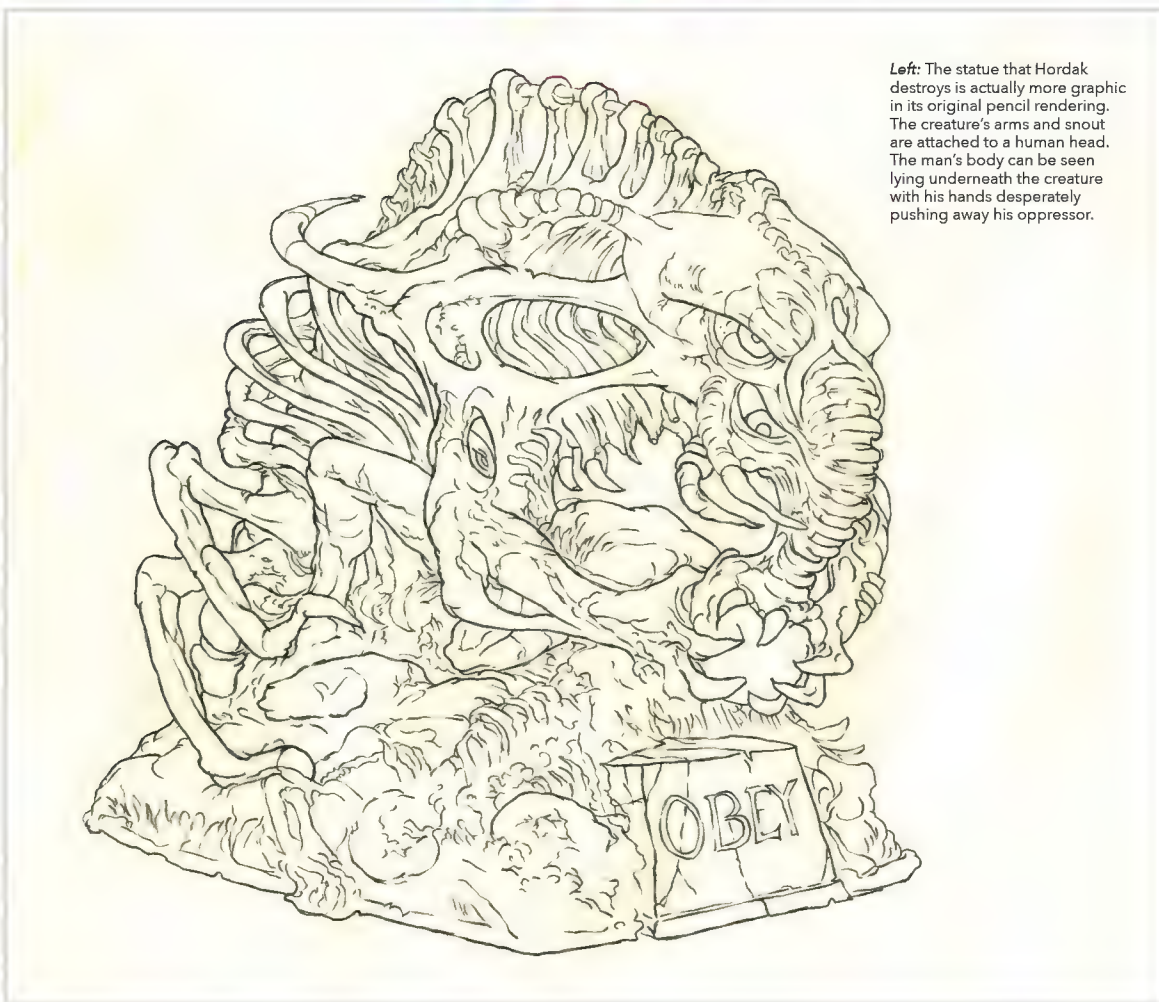




Left: A shocked Prince Adam receives the Sword of Protection.



CRINGER AND ADAM STAND INSIDE INN AS PEOPLE STARE - OUR TWO HEROES LOOK AROUND - PUZZLED AT THE SUDDEN SILENCE - Hello! ADAM



Left: The statue that Hordak destroys is actually more graphic in its original pencil rendering. The creature's arms and snout are attached to a human head. The man's body can be seen lying underneath the creature with his hands desperately pushing away his oppressor.

BEAST ISLAND

CAST Adora, Battle Cat, Bow, Broom, Glimmer, Grizzlor, He-Man, Hordak, Kowl, Madame Razz, Shadow Weaver, Spirit, Sprag, Spriteina, Sprocker



MEMORABLE QUOTES

"Liar! The Horde are just rulers, kind, generous, and caring." [Adora is truly unaware of the nature of the Horde]

"Might I suggest we run for our lives?" [On Beast Island, Kowl's plan of action seems highly appropriate]

"I've never seen anything like that. You're incredible!" [Glimmer is impressed by He-Man's great strength]

"First this He-Man arrives and now Adora turns against me!" [Hordak is none too pleased]

SYNOPSIS With He-Man having disappeared following the battle at Thaymor, Madame Razz uses a spell to locate him. She traces him to Beast Island, a primitive place miles out to sea where he is a prisoner of the Horde. Madame Razz conjures up a flying ship with her magic, allowing the Rebels to make the trip to the island.

Meanwhile, Adora confronts a bound He-Man about the jeweled sword. She tells him she felt a personal connection to the sword, but he tells her it was intended for a person serving the side of good and not evil. Adora rebukes him, believing she serves the rightful rulers of the planet. He-Man continues to challenge her, suggesting she explore Etheria for herself.

While Adora leaves Beast Island in search of answers, the Rebels approach from the air. They are spotted by Hordak, who shoots them down with a beam from his Annihilator aircraft, and they crash-land in the wilderness, saved from harm by Glimmer's powers. The Rebels negotiate the rough terrain and encounter an enormous wild beast before finding the entrance to the prison base. As

they use their collective abilities to traverse its winding corridors, Grizzlor, the Horde's hairy henchman, hinders their progress by releasing Horde Troopers and firing stun beams at them. By the time the Rebels find He-Man, Grizzlor has alerted Hordak, who imprisons the group in a separate dungeon. Kowl, however, escapes and frees He-Man, who in turn releases the Rebels.

Meanwhile, Adora's faith in the Horde is challenged again and again after she witnesses Horde Troopers oppressing the people of Etheria.

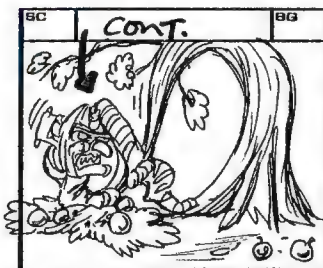
Back at Beast Island, He-Man and the Rebels find a landing pad, climb aboard an unmanned ship, and escape, with He-Man destroying the prison compound of Beast Island in the process.

At the Fright Zone, Adora angrily confronts Hordak and Shadow Weaver about what she has seen on her travels. Shadow Weaver uses her magic to strengthen the spell she has used to control Adora's mind, causing her to collapse. Shadow Weaver claims the jeweled sword for the Horde, determined to discover its secrets.

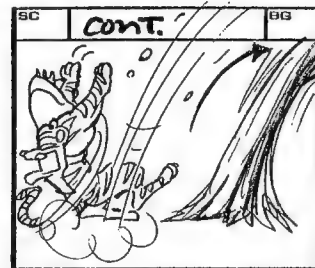
REVIEW This episode essentially helps us get to know the main characters a little better. While Hordak and Shadow Weaver are as effective as lying parents as they are as vicious warlords, the Rebels prove there's a power in the Rebellion beyond the heroine we'd soon meet. The island of the episode's title would lose its fear factor in future appearances, but here it's as dangerous as it is barren, with its isolation from the rest of Etheria mirroring Adora's increasing separation from the Horde. Her scenes with He-Man awaken her stark curiosity about the outside world, while the scenes where she learns the heartbreaking truth spell the end to her loyalty. The chilling closing scene seems to reset the balance, but not for long. **B/10**



ON BATTLECAT HANGING ON A BRANCH OF A HEAVILY LOADED, SUPER FRUIT TREE-



move down with BC as he bends the tree back like a catapult-



and lets it go - sending the fruit flying

Battle Cat launches a large collection of fruit at a monster in these storyboards by Tom Sito.

SAME/AS

Madame Razz's "Mazze Fazzle" animation sequence would be reused in "The Wizard" and revised to include different Twiggets in "Portrait of Doom."

The shot of Hordak and Shadow Weaver in the Annihilator would later be used in "The Red Knight"

with Mantenna in place of Shadow Weaver, although comically posed exactly the same.

When Battle Cat frees himself of the vines on Beast Island, a few frames from the end of his stock transformation sequence are used.

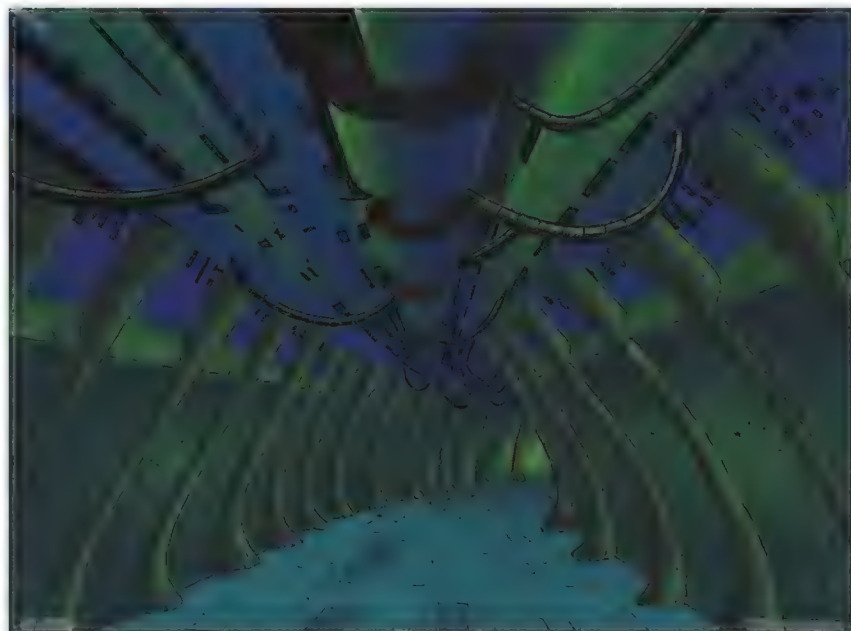


DELETED SCENES

A small scene removed for time had Grizzlor and Adora wondering who He-Man is as they observe his cell on the view screen.

In the original script, after Glimmer had knocked the two Horde Troopers unconscious, she and Bow put on their uniforms to disguise themselves.

In an altered scene, Shadow Weaver and Hordak are running for the Annihilator on the launch pad as He-Man destroys the prison complex.



TRIVIA

- In the episode recap of "Into Etheria," during their confrontation, we see He-Man holding the Sword of Power and Adora holding the Sword of Protection. However, in the actual episode, it was He-Man who was holding the Sword of Protection while Adora was wielding a different sword altogether.

- Hordak's character model was designed by artists Gerald Forton and Herb Hazelton, based on many different concepts provided by the character design department.

- The aircraft that Hordak pilots in this episode and throughout many episodes of the series is called the Annihilator.

- Shadow Weaver is voiced by Linda Gary.

- Throughout many of the scripts for the series, Spirit is referred to as a female horse.

- Though his role was later abandoned, the episodes "The Prisoners of Beast Island," "Friendship," and "Jungle Fever," much like this episode, depict Grizzlor as the lead commander on Beast Island.

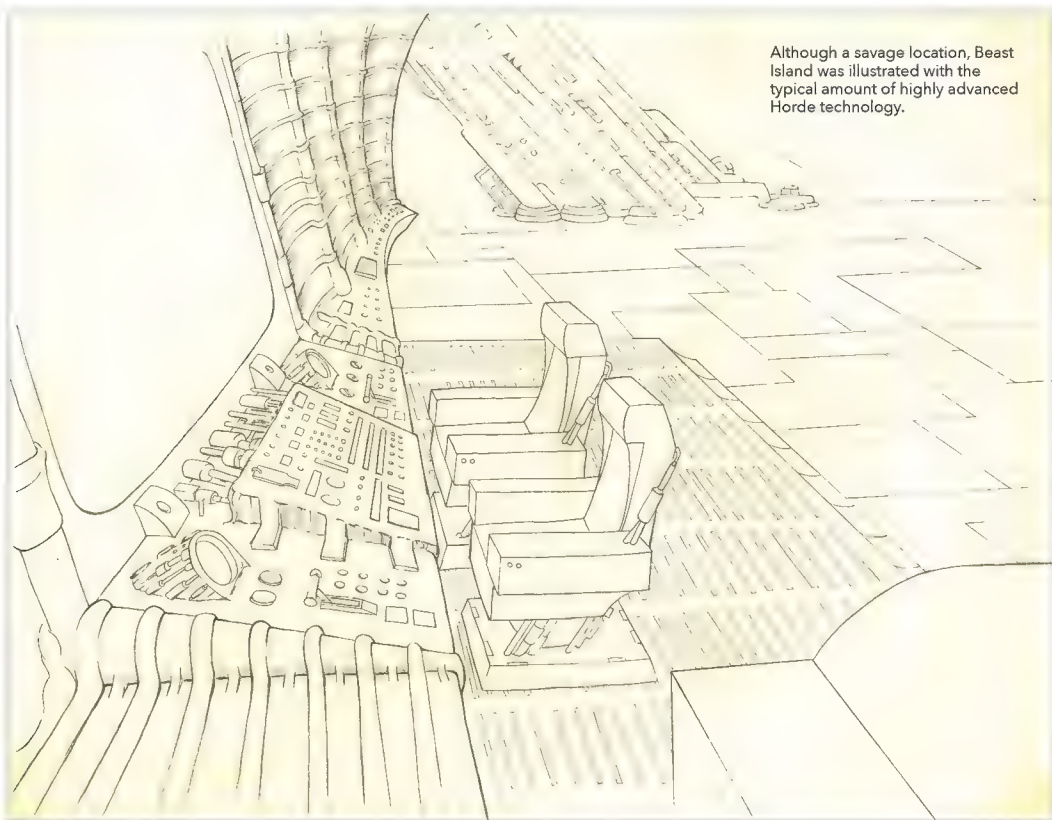
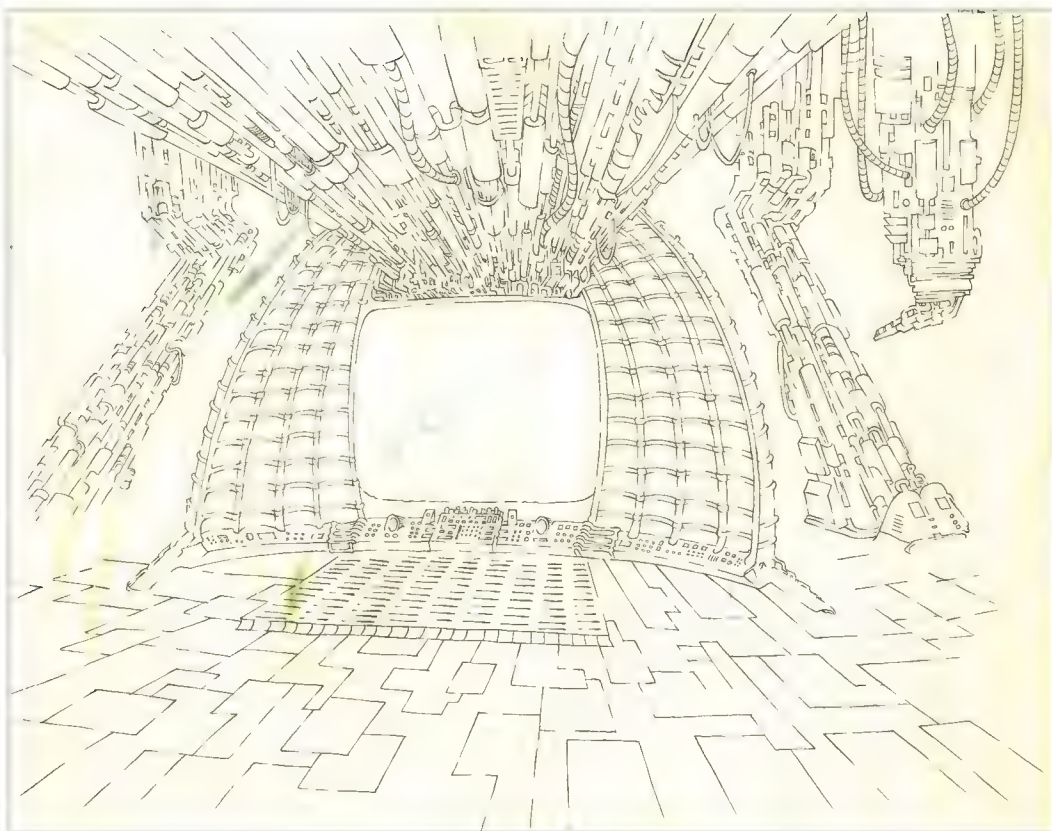


BONUS HORDAK ATTACK: In order to stop Battle Cat in his tracks, Hordak transforms his left arm into a cannon that fires out a red ray which freezes the fighting tiger instantly.



Above: An early design of Grizzlor, which resembles his action figure more than his final animation model.





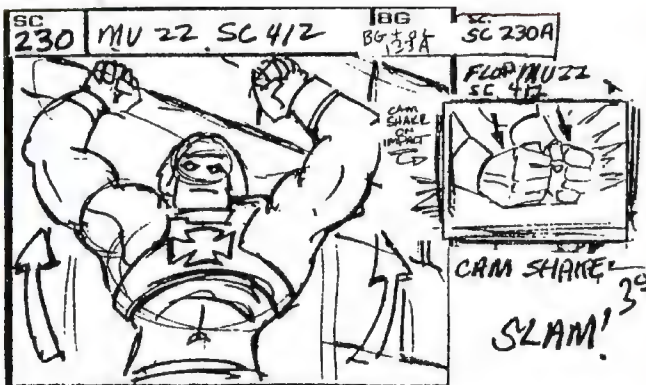
Although a savage location, Beast Island was illustrated with the typical amount of highly advanced Horde technology.



In a feat of strength, He-Man destroys a large section of Beast Island, much to Hordak's chagrin.



Left: One of Bow's original designs snuck into this layout illustration, where the hero sports a beard!



He-Man raises his arms as he prepares to overpower a group of Horde Troopers.

SHE-RA UNCHAINED

CAST Adora, Bow, Cringer, Glimmer, He-Man, Hordak, Imp, Madame Razz, Mantenna, Prince Adam, Shadow Weaver, She-Ra, Sorceress, Swift Wind



MEMORABLE QUOTES

"But you also had a twin brother."

[The Sorceress's revelation changes everything we have come to know]

"For the honor of Grayskull, Adora..." [The Sorceress leaves Adora with possibly the most important words of her life]

"He-Man, I think we have a lot to talk about."

[She-Ra prepares He-Man for the life-changing news he is about to receive]



SYNOPSIS At the Fright Zone, Hordak unveils the Magna Beam Transporter, a device he will use to teleport the Whispering Woods, and the Rebels within, to the Valley of the Lost, a place from which no one has ever returned. He explains that the Transporter is charged by willpower and that the Horde must capture more Rebels to charge it more quickly.

At the Whispering Woods, Adam tells Bow and Glimmer that he must go to the Fright Zone to complete his mission. On the way, he transforms into He-Man and captures a Horde Trooper from a patrol marching toward his destination. He-Man puts on the Trooper's suit of armor and joins the back of the patrol but is spotted by Shadow Weaver, who plots to seize him upon his arrival.

In the Fright Zone, He-Man confronts Adora about what she saw on her earlier excursion, but Hordak and Shadow Weaver ambush him. Adora stuns He-Man with a blast from her pistol, and He-Man is imprisoned in the Magna Beam Chamber in order to charge the Beam with his mighty strength.

That night, Adora tosses and turns in her sleep. Troubled by images of the imprisoned He-Man, she visits him and finds the Sorceress communicating with her through

the jeweled sword. The Sorceress reveals to Adora that she was abducted by the Horde when she was a baby and that He-Man is her brother. As He-Man drops to the ground, having lost all of his strength, the Sorceress tells Adora what she needs to do to throw off Shadow Weaver's spell and rescue He-Man. Adora holds aloft the jeweled sword, the Sword of Protection, and calls upon the honor of Grayskull, transforming into She-Ra, the Princess of Power.

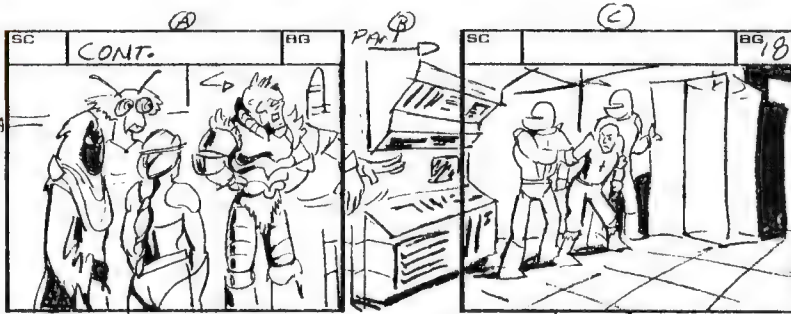
She-Ra frees He-Man from the Magna Beam Chamber, and with his Sword of Power in hand, his strength is returned. As He-Man attempts to stop Hordak, She-Ra goes to warn the Rebellion on Adora's horse Spirit, who magically transforms into the winged unicorn Swift Wind by the power of Grayskull. Before He-Man can stop him, Hordak fires the Magna Beam at the Whispering Woods. She-Ra spots a large boulder on the ground and throws it at the blast, transporting the boulder to the Valley of the Lost instead of the Whispering Woods.

Hordak orders his guards to arrest He-Man, but She-Ra swoops in to rescue him on Swift Wind. As Hordak rages in defeat, She-Ra reveals to He-Man that she is his sister, much to his surprise.

REVIEW Let's get one thing straight: Adora's first transformation is electric, exhilarating, and easily the most urgent of the series. Melendy Britt excels as both the newly birthed She-Ra and the tortured Adora, proving herself as a skilled voice actress and absolutely the right choice to play the Princess of Power. We also realize, as He-Man does, the polarities separating Eternia and Etheria. The Fright Zone is not Snake Mountain, where he can effectively just walk inside. Etheria challenges him with opponents against whom he may actually lose, and when he becomes the "damsel in distress," the only person who can save him is his former enemy, Adora. This episode could easily compete with the best episodes of *He-Man* and has a cliffhanger that does a terrific job at keeping us on tenterhooks. 9/10



AS SHE LOWERS ARM+STOPS



CLOSE ON GROUP. PAN TO FOLLOW HORDAK GESTURE "SHOOTING" PRISONER INTO THE BOOTH
 HORDAK (as though continuing) Here in the Plunder Room is the energy source for the Magna Ray.
 PRINCE ADAM The ray uses the energy of will power.

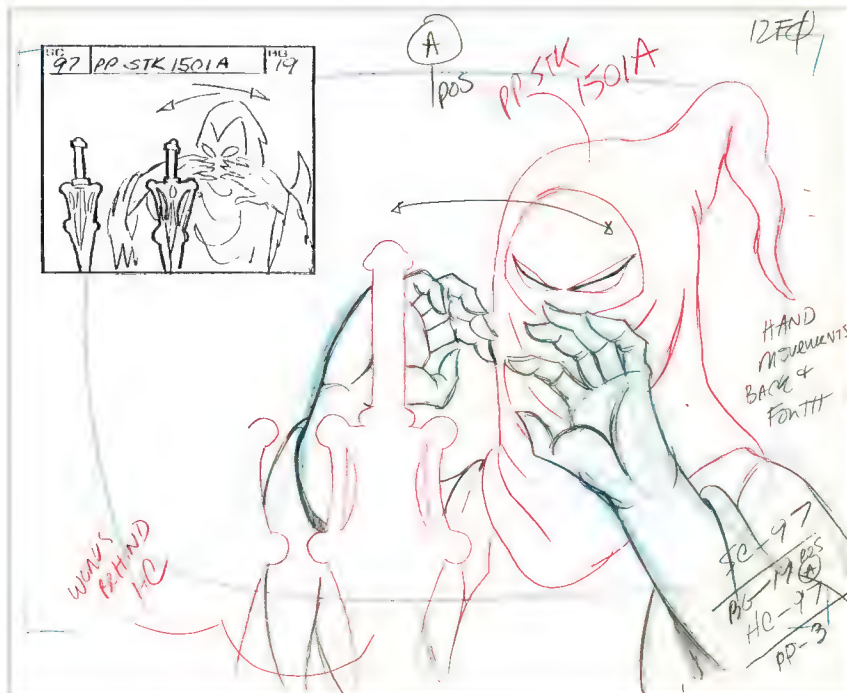
SAME/AS

The polluted sky above the Fright Zone originated from the *He-Man* episodes "Quest for He-man" and "Disappearing Dragons."

The sequence that shows Adora with the Sword of Protection already unsheathed as she begins her transformation into She-Ra would later be used in the episodes "Battle For Bright Moon," "Friendship," "Horde Prime Takes A Holiday," "The Stone in the

Sword," "Book Burning," "Treasure of the First Ones," "Loo-Kee Lends a Hand," "The Locket," and "The Bibbet Story."

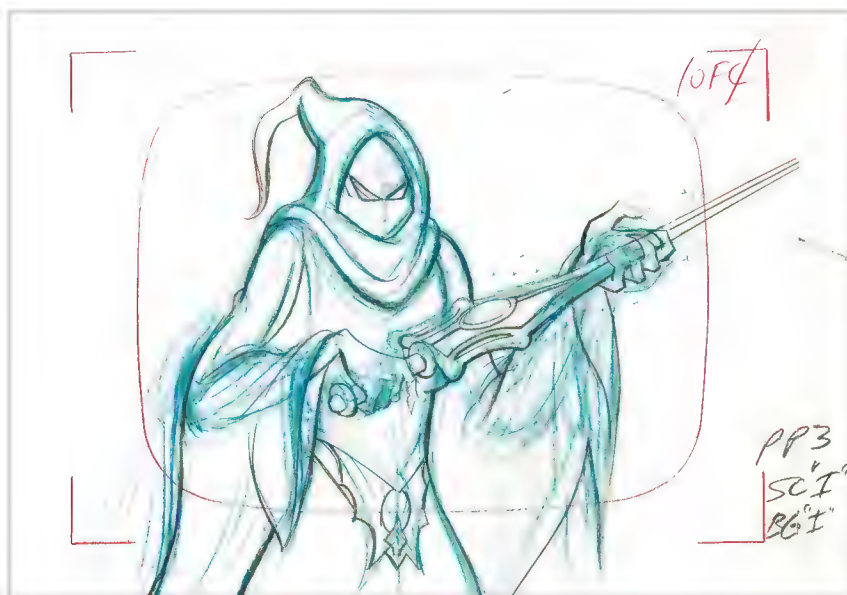
As He-Man tells the Horde Troopers that they're "going to have to do better than that," we see a shot of him with the Sword of Power. This was previously used in the *He-Man* episode "Search for the Past."



DELETED SCENES

The script details that the Plunder Room was to be an enormous showplace for every prized and treasured artifact stolen from the Etherian populace. Sadly, this description was not carried over into the episode itself.

The original script states that the Horde Trooper He-Man captures should be seen, for comedic effect, in nothing but silly pants and garters as He-Man dons his armor.



TRIVIA

- The episode recap of "Beast Island" bizarrely utilizes all-new animation rather than any footage or scenes which were actually used in the episode.

- Though Hordak states that nobody has ever returned from the Valley of the Lost, several characters would go there and return safely, as seen in the episodes "Three Courageous Hearts," "The Rock People," and "Birds of a Feather."

- In this episode we see Adora's bedroom in the Fright Zone. The only other Fright Zone bedroom we would see in the series would be Shakra's, Adora's former nanny, in "The Caregiver."

- In the original script Adora calls out, "By the grace of Grayskull!" in order to transform into She-Ra.

- She-Ra's character model was designed by artist Diane Keener, based on many different concepts provided by the character design department. Her design was approved by Lou Scheimer on September 19, 1984.

- Both Adora and She-Ra are voiced by Melendy Britt, who, unlike George Dizenzo, had never worked on the *He-Man* series but had made a lasting impression as the voice of Princess Aura in Filmation's *Flash Gordon* cartoon.

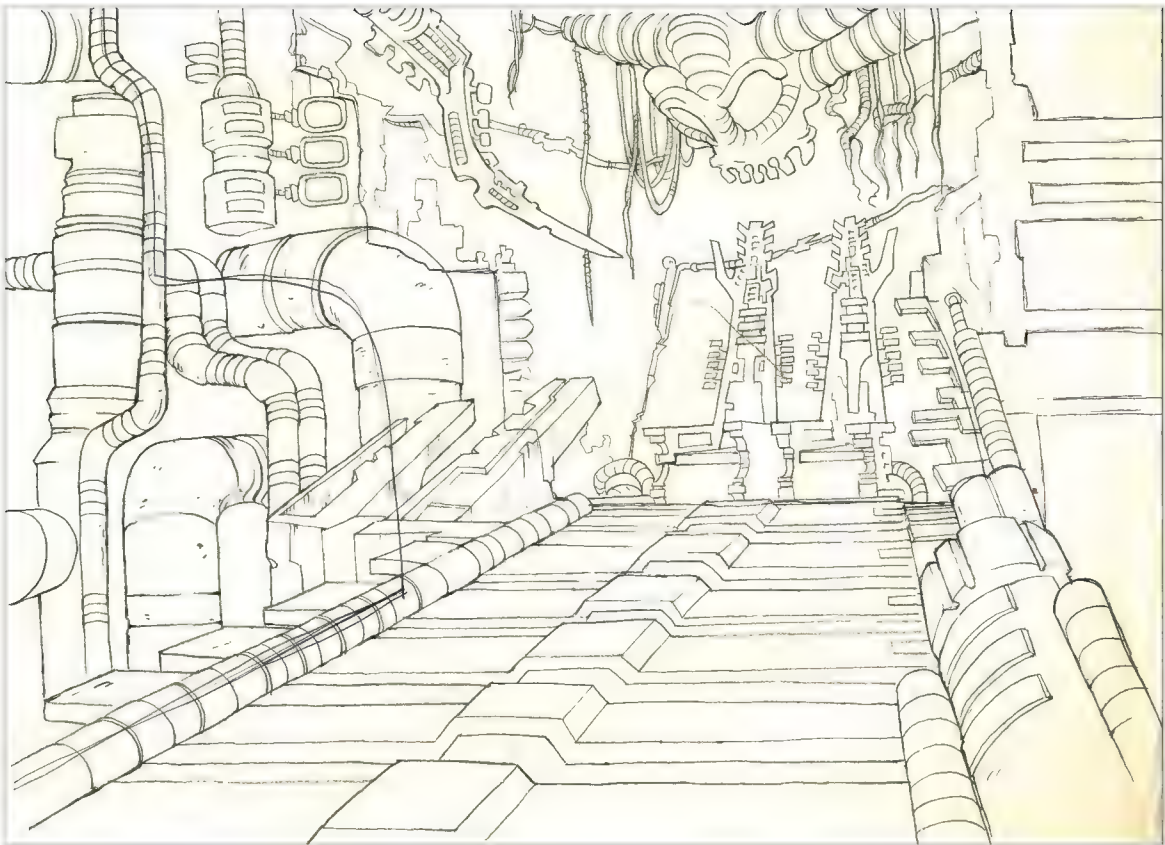
- As the Magna Beam prepares to fire, She-Ra and Swift Wind are shown flying. For a second or two Swift Wind's mane disappears.



BONUS HORDAK ATTACK: Throughout much of this episode Hordak's right arm is a permanent robotic claw. And for the only time in the series Hordak transforms both of his arms into cannons and blows open the doors to the Plunder Room.

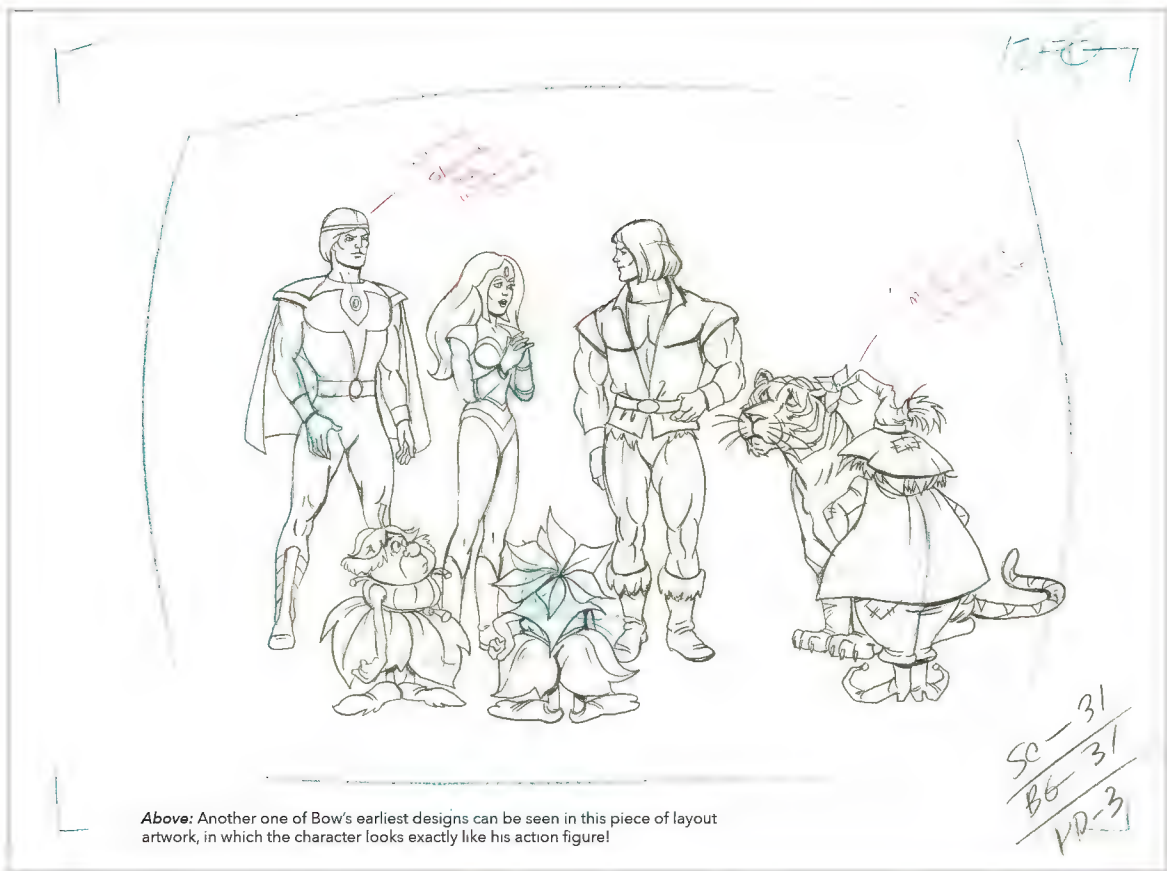
Left: This beautiful piece of layout artwork shows Shadow Weaver wielding the Sword of Protection in the newly animated flashback to the previous episode.



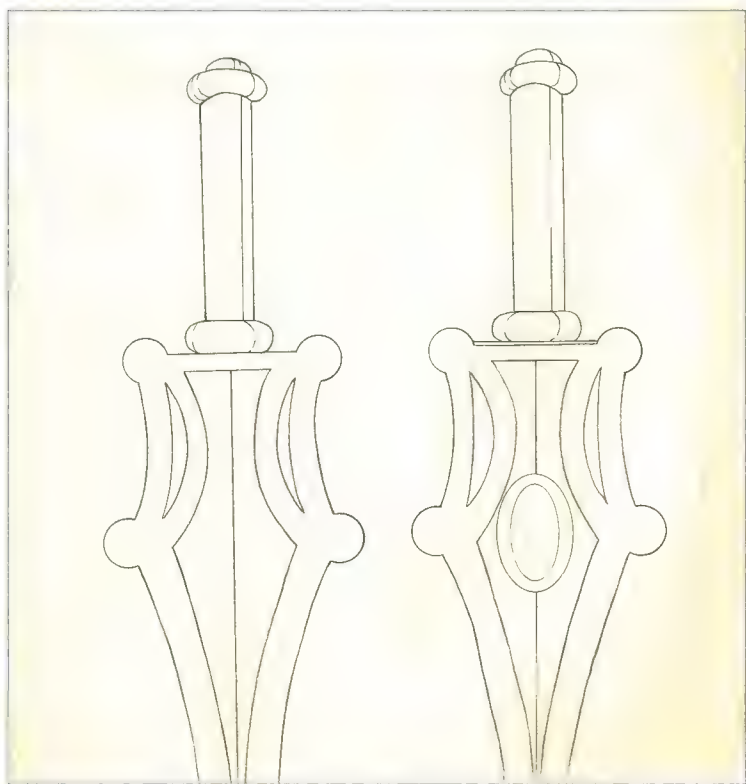


Above: An interesting piece of background line art showcases two thrones in the Fright Zone. This was corrected when the background was painted.





Above: Another one of Bow's earliest designs can be seen in this piece of layout artwork, in which the character looks exactly like his action figure!



REUNIONS

CAST Adora, Bow, Broom, Cringer, Glimmer, He-Man, Hordak, Hunga, King Randor, Kowl, Madame Razz, Man-At-Arms, Prince Adam, Queen Angella, Queen Marlena, Shadow Weaver, She-Ra, Skeletor, Sorceress, Spirit, Sprag, Swift Wind, Teela



MEMORABLE QUOTES

"Many years ago, twins were born to Randor, king of Eternia, and his queen, Marlena. Those babies were you, Adam and Adora." *[She-Ra and He-Man learn of their bond]*

"She's magnificent!" *[She-Ra is amazed by Queen Angella]*

"My daughter. My dear, sweet daughter." *[Queen Marlena is finally reunited with Adora]*

"The Royal Family of Eternia is whole again. And by the Ancients I swear that none shall ever separate us again." *[King Randor's love for his family is evident]*

"Just like the old days." *[Skeletor echoes Hordak's sentiment]*

SYNOPSIS At the Whispering Woods, She-Ra reveals to He-Man that she is his twin sister. Eager to learn the truth about their past, they use the Sword of Protection to contact the Sorceress, who explains that Queen Marlena actually gave birth to twins, Adam and Adora. At the time, the Evil Horde were attempting to overthrow Eternia but were driven away by King Randor's guards and the power of Castle Grayskull. The Sorceress tells the twins that Hordak knew they were destined for greatness and so attempted to kidnap them both with his apprentice, Skeletor. Unable to get both children, Hordak escaped with Adora, and the Sorceress was unable to locate her. She then states that, as She-Ra, Adora will fulfill her destiny and fight injustice.

She-Ra and He-Man journey to the Rebel camp as Adora and Prince Adam. Adora introduces herself to the Rebels, telling them she has broken Shadow Weaver's spell and will fight on the side of goodness from now on. Glimmer informs them that she plans to rescue her mother, Queen Angella, from the clutches of the monstrous Hunga, queen of the Harpies of Talon Mountain. Adora and Prince Adam offer to retrieve Queen Angella on her behalf, so that she can rule over the kingdom of Bright Moon once more.

At the craggy Talon Mountain, Hunga goads Queen Angella as she discovers She-Ra and He-Man's attempt to rescue her. She sends an army of her Harpy sisters to trap

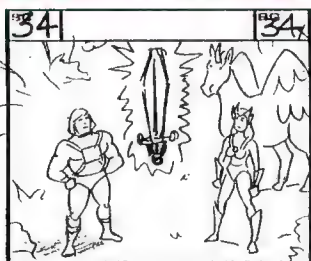
them, but they are easily defeated by the Twins of Power. She-Ra and He-Man defeat Hunga and free Queen Angella from the bonds that kept her magic suppressed.

The reunion of Glimmer and Queen Angella prompts She-Ra to think of her own parents, and she agrees with He-Man that it is time to return to Eternia. After changing back into Adora, she enters a portal to return home, along with Prince Adam, Cringer, and Spirit, but is spotted by Hordak, who transforms into his rocket form and manages to fly through the dimensional gateway moments before it closes.

On Eternia, Adora meets the Sorceress and is introduced to her parents, King Randor and Queen Marlena, for the first time. Amid many tears of joy, King Randor announces that the Royal Family is whole once more and shall never be split again.

Meanwhile, Hordak bursts through the portal and realizes he has wound up on Eternia. Seeking his old hideout, he heads for Snake Mountain, where he too is reunited with a face from his past: Skeletor, who still holds a grudge against Hordak for abandoning him. The villains fight until Hordak announces that he has no interest in Eternia. He states that he would leave Skeletor alone to conquer the planet if the Lord of Destruction helped him retrieve Adora. The villains agree to a truce and plan their next moves.

REVIEW Backstories are always fun, but in this episode, they change everything. The episode ties Eternia and Etheria together as two sides of the same coin and breathes new life into the *Masters of the Universe* mythos. It risks becoming overloaded with so much going on, but it stays balanced and varied throughout. The scene where She-Ra learns about her heritage is rife with emotion, while the fun battle against Hunga for Queen Angella's freedom reminds us of Etheria. Adora's meeting with the Royal Family is joyous, while Skeletor and Hordak's action-packed reunion ensures the main villains aren't left out. It's true that the Rebels all too readily accept Adora into their fold, but this is a minor quibble for a show designed for kids that lives on in the hearts of adults. This episode, on the whole, is a very good example of why it does. **9/10**

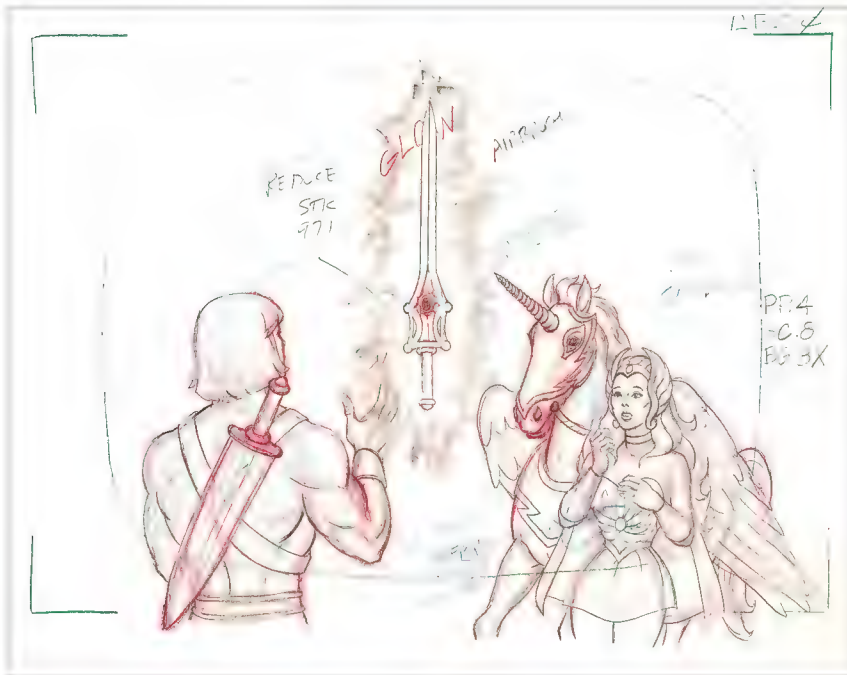


SAME/AS

The designs for the young King Rador and Queen Marlena were originally used in the *He-Man* episode "The Rainbow Warrior."

The hug between She-Ra and He-Man would later be used in the episodes "The Price of Freedom," "A Talent for Trouble," "Loo-Kee Lends a Hand," and "Sera Makes A Promise."

The shot of Prince Adam with his arms raised as he brings Adora back to the Rebel camp is based on a shot from the *He-Man* episode "The Energy Beast."



DELETED SCENES

Originally, it was intended for Skeletor to be wearing a Horde uniform in the flashback scene, to distinguish a different time in the history of Eternia.

A small removed scene had She-Ra hang Hunga on a wall after their fight, with Queen Angella gagging the Harpy Queen with her magic.

In a removed scene, Queen Angella tells Glimmer how proud she is of her for the work she's been doing to free Etheria.

Although she had voiced numerous guest characters in the *He-Man* series, Erika Scheimer's role as Queen Angella would be one of her biggest.

In the original script Prince Adam leads a reluctant Adora into the Royal Palace throne room.

A scene heavily cut for time had Skeletor, Beast Man, and Trap Jaw notice the approaching Hordak. Skeletor orders them to gather all the Evil Warriors they can. Beast Man and Trap Jaw attack Hordak, but Hordak transforms into a spinning top to throw them off. Shortly after, Tri-Klops, Webstor, and Whiplash attack Hordak with blasters, but Hordak transforms into a large garbage scoop and scoops them up.



TRIVIA

- With She-Ra's secret identity established, this is the first episode to use the opening sequence that would be used throughout the remainder of the series.

- In the episode recap of "She-Ra Unchained" we see She-Ra and He-Man on Swift Wind flying toward the Whispering Woods. However, in the actual episode, a different background was used that showed the polluted sky of the Fright Zone.

- In the flashback we see that Snake Mountain did not always have the large snake head at the mountain's peak.

- The animation in the flashback of Hordak escaping Eternia with the baby Adora differs vastly from the sequence we were previously shown in "Into Etheria." In the original sequence Hordak fired an energy baton at the Sorceress, who was dramatically pushed out of the way by Man-At-Arms. In this sequence, Hordak fires his cannon arm at Man-At-Arms and the Sorceress, who merely run in opposite directions to evade the blast.

- When She-Ra is talking to He-Man about returning home, we mistakenly see the Fright Zone's Magna Beam background behind her.

- In the script, Hunga's main base of operations within Talon Mountain is called the Central Aerie.

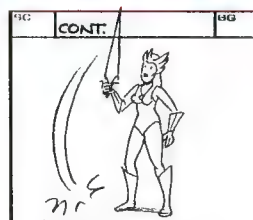
- In the *She-Ra* View-Master set, which retells the origin of She-Ra, it is Catra who captured Queen Angella, not Hunga.

- Queen Angella was designed by artists Gerald Forton and Pat Wong, based on many different concepts provided by the character design department.

- When Hordak enters Snake Mountain's throne room, the council table is missing.



BONUS HORDAK ATTACK: Desperately pursuing Adora, Hordak transforms into his rocket mode for the first time and soars through the closing dimensional gate to Eternia. During his duel with Skeletor, Hordak transforms his entire body into a drill in order to surprise Skeletor with an attack from below.

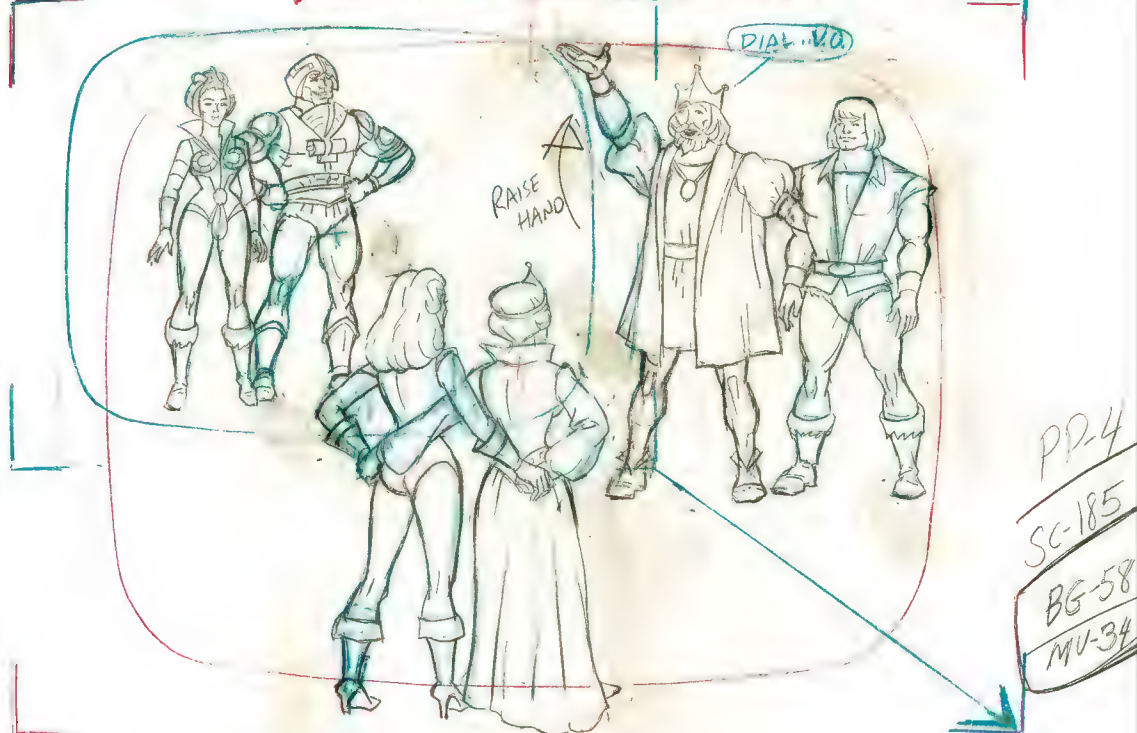


SKELETOR
My whole life has changed because of this sword.

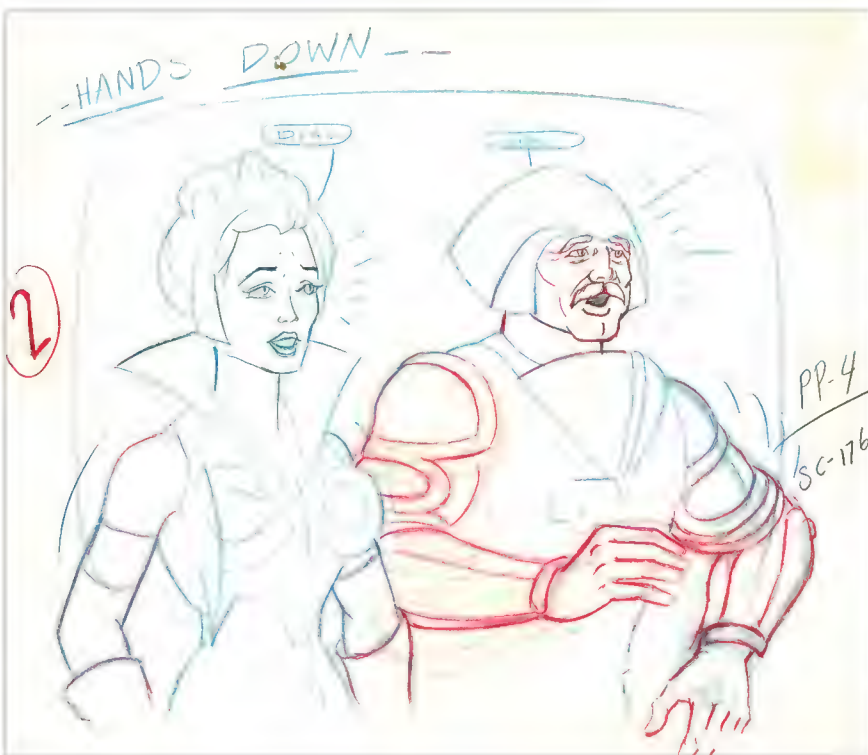


RANDOR - MARLENA, ADAM, ADORA - M.A.A.

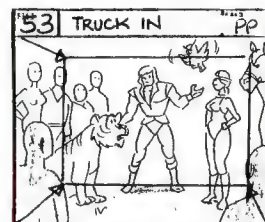
FROM 7 FL 4NSW TRUCK OUT TO: 11 FL 1WS



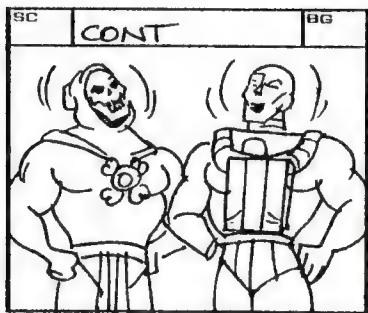
Above: The layout artwork showing the Royal Family reunited was revised numerous times to ensure the poses and positioning were perfect.



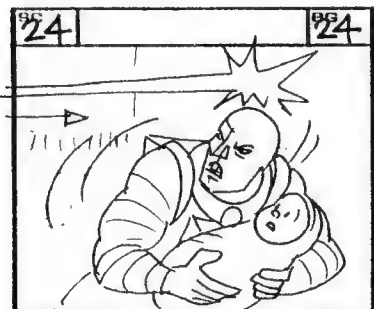
ANOTHER ANGLE ON ADAM, CRINGER
Cringer is licking Adam's face, happy to see him.



Cringer looks totally confused.
ADAM
That's right. Adora's my sister.
She was only serving the
Horde because of one of
Shadow Weaver's evil spells.



CAMERA PULLS BACK TO SHOW both villains laughing maniacally.
SKELETOR/ HORDAK
(maniacal laughter)



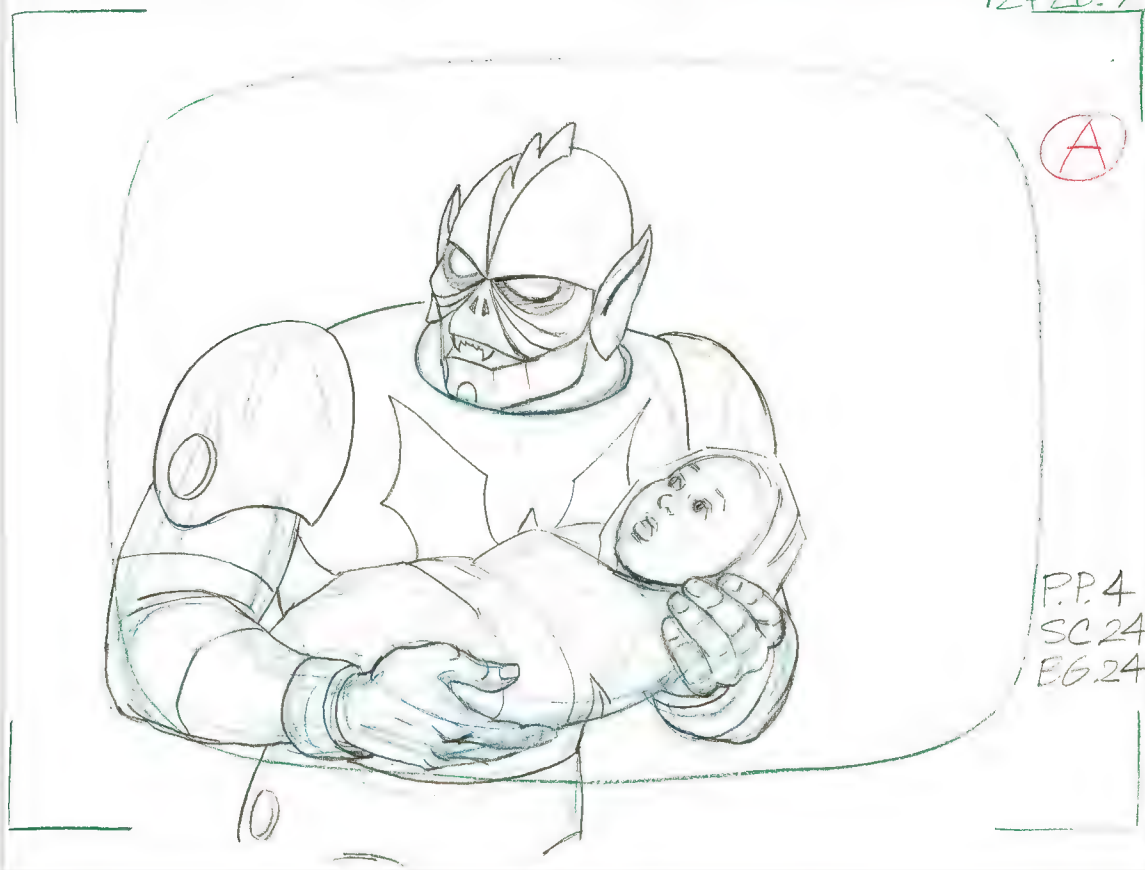
Left: Gary Goldstein's storyboards show one of the many designs for Hordak.

Below: By the layout stage, Hordak's design had been finalized.



12 FLD. #

A



P.P. 4
SC 24
EG 24

BATTLE FOR BRIGHT MOON

CAST

Adora, Battle Cat, Beast Man, Bow, Broom, Cringer, Glimmer, He-Man, Hordak, King Randor, Kobra Khan, Kowl, Madame Razz, Man-At-Arms, Prince Adam, Queen Angella, Queen Marlena, Shadow Weaver, She-Ra, Skeletor, Spirit, Sprag, Spritina, Sprocker, Swift Wind, Teela, Trap Jaw, Tri-Klops, Webstor

SYNOPSIS

At the Royal Palace of Eternia, the Royal Family enjoy a meal together for the first time since Adora returned home. At the same time, Skeletor and his henchmen enter the palace, overpower the guards, and disguise themselves as kitchen staff in order to spring a trap on the family. Catching the family off guard, the villains successfully kidnap Adora and escape in the Collector. Sometime later, a grieving Queen Marlena begs He-Man to rescue Adora. He journeys to Snake Mountain, along with Man-At-Arms and Teela, with a promise that he will return the princess to them safe and unharmed.

At Snake Mountain, Hordak readies himself to return to Etheria with Adora through a dimensional gate but is tricked by Skeletor and pushed into the portal without her by Trap Jaw and Webstor. Beast Man takes Adora to the dungeons, but she outwits him and locks him inside a cell. Adora soon retrieves the Sword of Protection from Tri-Klops, transforms into She-Ra, and effortlessly defeats Skeletor and his goons by the time He-Man arrives. Dodging suspicious questions from Teela, He-Man announces that Adora is safe thanks to his "friend" She-Ra.

Back at the Royal Palace, Adora bids her parents an emotional farewell as she informs

them that she must return to Etheria to help free the planet from the Evil Horde. King Randor and Queen Marlena reluctantly accept her decision and announce they are proud of her.

Adora and Spirit return to Etheria accompanied by Prince Adam and Cringer, who intend to give her and the Rebellion a helping hand. The twins transform into their other identities upon seeing many Horde aircraft fill the sky.

In the Whispering Woods, Glimmer announces that the Rebels are planning to drive the Horde out of Bright Moon and take back the castle. While the Horde ready themselves inside Castle Bright Moon, Queen Angella publicly demands they leave once and for all. Refusing, Hordak releases tanks, aircraft, and Horde Troopers to stop them. As the Rebels proceed successfully with the help of She-Ra and He-Man, Hordak and Shadow Weaver have no option but to retreat.

As Queen Angella, Glimmer, and the Rebels celebrate, She-Ra informs He-Man that she will not be returning to Eternia with him, as the Great Rebellion will have a much greater chance of defeating the Horde with her on Etheria. He accepts her stance and salutes her, with tears in his eyes, as she flies into the night on Swift Wind.



MEMORABLE QUOTES

"But if it was Eternia under the boot of the Horde, could you leave the fight before it was over?" [Adora's reunion with her family is short lived]

"And thank you, Sorceress. You've given me the happiest moments I've ever had in my life, and a destiny worth fulfilling." [Adora causes the Sorceress to shed a tear]

"Today we win back our world!" [Glimmer prepares the Great Rebellion for their biggest fight]

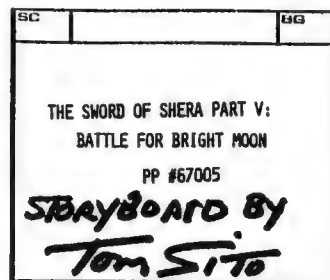
"One battle does not win a war, She-Ra." [Hordak's words ring true]

"Farewell, She-Ra, Princess of Power!" [He-Man bids his sister a bittersweet farewell]



REVIEW

The battle for Bright Moon itself may only last a mere seven minutes, but there's plenty to wrap up before then. The trip to Snake Mountain gives us some always entertaining Skeletor time, along with an introduction to the new Princess of Power's playful personality: from Adora breaking the fourth wall to show the audience she's not unconscious to She-Ra's villain-bashing one-liners, Larry DiTillio's script shows that our heroine is smart and funny and, importantly, that she can prove herself without He-Man's help—before they together bash the Horde tanks and troopers in the battle for Bright Moon, that is. The episode serves as a very good conclusion to "The Sword of She-Ra" and the perfect precursor to the series. We still suspect He-Man will be back, but as the closing scene suggests, this is She-Ra's show now, and she's more than capable of carrying the torch. 8/10



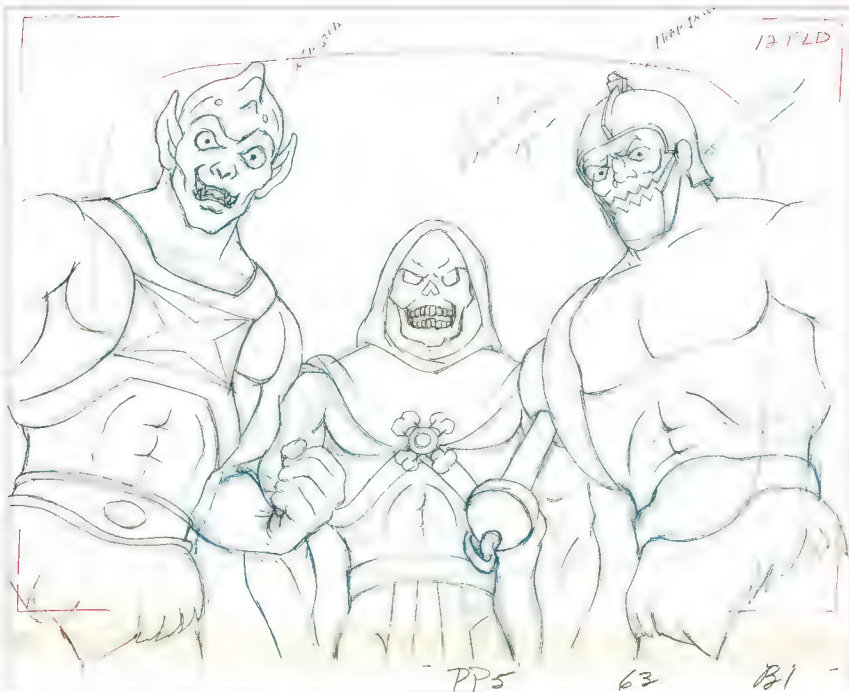
SAME/AS

When we see Skeletor, Hordak, and the Evil Warriors in front of the dimensional gate, the background is an exterior of Dragosaur Isle from the *He-Man* episode "The Time Corridor."

When She-Ra first appears in Snake Mountain, the doorway and staircase background was originally used in the *He-Man* episode "Golden Disks of

Knowledge" as the vault in which the fake Golden Disks of Knowledge were stored.

The bear that She-Ra telepathically communicates with is based on the Grazzler from the *He-Man* episode "Fisto's Forest."



DELETED SCENES

In a small piece of removed dialogue, Queen Marlena offers to protect Adora from the Horde.

Originally, when Cringer asks if anyone will miss him, Adora replies, "You bet I will, Cringe." However, in the actual episode only Spirit acknowledges his comment.

In the original script the Horde Troopers discuss how the Rebels would never attack Bright Moon and then comment, "Hopping Hordeworld, there's thousands of them."

TRIVIA

- Larry DiTillio wrote so many tearful moments in this episode that he acknowledged it in the actual script by stating, "Boy, this show will float away if we're not careful."

- Skeletor uses a surprise disguise to enter the palace by assuming the form of Chef Allen, a character from the *He-Man* episode "The Taking of Grayskull."

- Hordak claims to hate Eternia in this episode, but he would later attempt to conquer it once again in "Horde Prime Takes A Holiday" and "Gateway to Trouble."

- When Adora feigns unconsciousness while held by both Beast Man and Tri-Klops, her hand is positioned rather awkwardly over Tri-Klops's crotch.

- This episode marks the last appearance of the Evil Warriors Cobra Khan, Tri-Klops, and Webstor in the series.

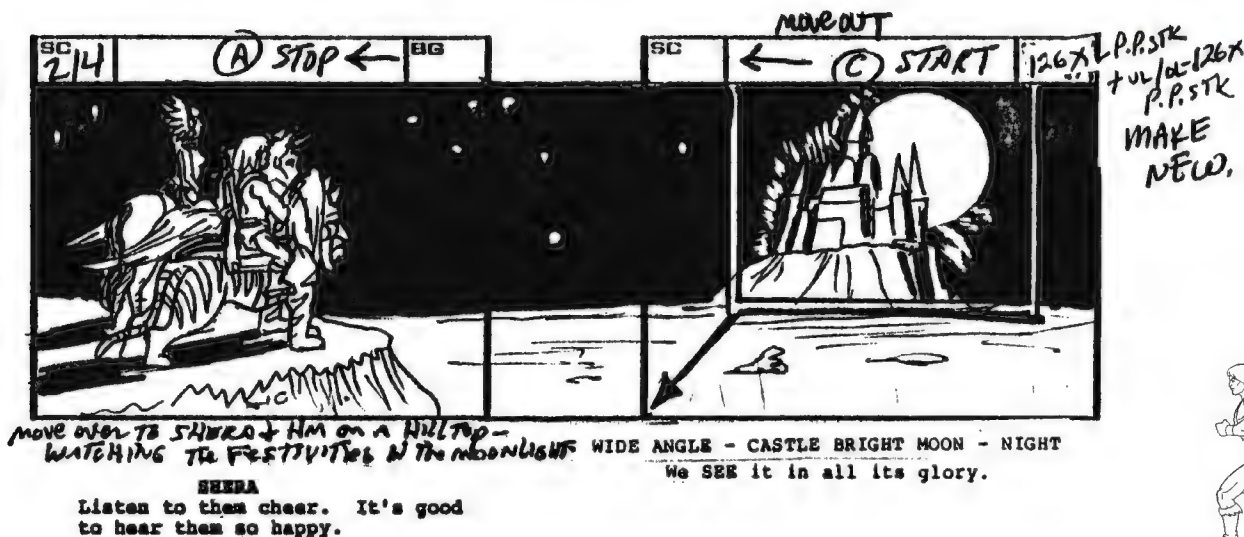
- Trap Jaw would not appear in the series for another eighty-six episodes.

- In this episode, the panning shot of the Rebels outside of Castle Bright Moon is mistakenly shown to take place at night. When the episodes were edited into *The Secret of The Sword*, this panning shot was corrected.

- The Destructo Tanks seen in the first few episodes of the series would be redesigned to have less of a "snout" and to resemble Hordak's visage in both shape and color.

- In this episode She-Ra discovers not only her ability to communicate with animals but also her healing powers.

- She-Ra notes that the Bat-Meks have no pilots, but several episodes of the series would reveal quite the opposite.

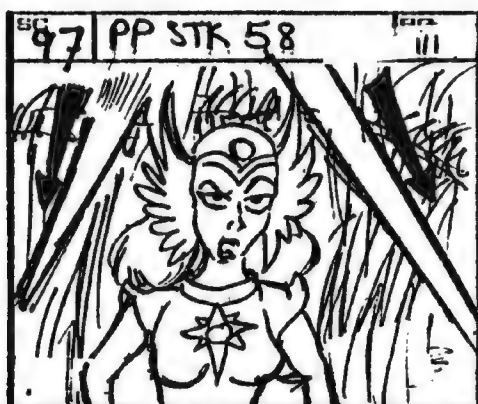




on BM, KK- & web-
They are now in the MAGIC Glow

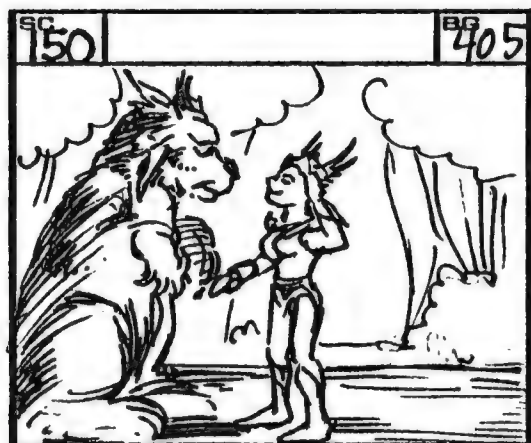


They are now Royal Cooks - Helpers



Shera angry moves towards them - PAST ANY BASTS - UP INTO CAM -

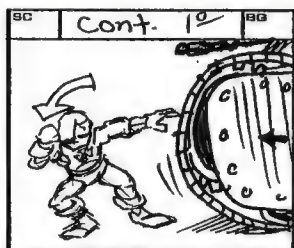
SHERA
Alright, that's it. No one
around here knows how to treat
a lady.



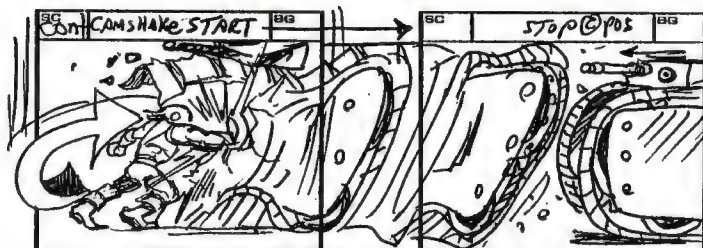
Shera faces the BEAR - He turns
Docile



She takes the Bears paws -



he cranks back



AND SMASHES IT - knocking it back - PAN BACK AS IT CRASHES INTO

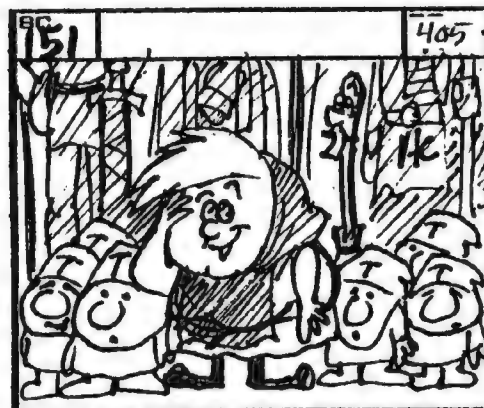
the others Behind IT Domino-style

SFX TANK SOUNDS ————— 1 SFX - CRASH!! CRASH - CLANG.

REVISED
DATE: AUG-23, 1984
REF: SC-106
MU-7



MCU. Glimma, Bow + Angella + Kowl
exuberant



ON MADAM RAZZ TWIGGIES & Broom
Amongst Rebels relieved -

(sigh)

Phew!!!



Skele is trying to contact Randor on his
SKELETOR COMMUNICATOR.

Skele to King Randor.
Skele to King Randor.
Come in, you royal boob!

As seen on these two pages, Tom Soto's storyboards for this episode reveal that numerous character designs had yet to be finalized, resulting in unfamiliar looks for the She-Ra cast members.

DUEL AT DEVLAN

CAST Adora, Bow, Broom, Darius, Dylamug, Frosta, Glimmer, Kowl, Kristala, Madame Razz, She-Ra, Spirit, Sprag, Spritina, Sprocker, Swift Wind

SYNOPSIS At the village of Devlan, innkeeper Darius asks rowdy Hordesmen to leave his establishment. Incensed at his request, Dylamug humiliates him in front of his customers by throwing a pie in his face and forcing him to dance for them. Darius's young daughter Kristala confronts Dylamug and humiliates him in return by deflecting a pie at the villain and forcing him and his Troopers to leave the village in supposed peace.

At the Whispering Woods, morning breaks. As ice empress Frosta departs for Castle Chill, Madame Razz musters up a magical breakfast for the Rebels and Adora prepares for a morning flight with Spirit. They change into She-Ra and Swift Wind and take to the air. They find Kristala wandering through fields and in danger from a grain-collecting Horde Auto-Reaper. She-Ra destroys the machine to protect Kristala, who explains she was looking for the Great Rebellion to help fend off the Horde. She-Ra tells Kristala that she will help the people of Devlan, but that if the Great Rebellion is to be a success, they will have to learn to stand up for themselves.

At Devlan, Darius is out looking for his daughter and is once again confronted by

Dylamug, who freezes him with a Freeze Ray before returning to the village. She-Ra and Kristala spot the shimmering ice block from above and land to free Darius from his frozen prison.

When Dylamug demands that the people of Devlan give their valuable possessions up to the Horde, threatening to destroy the village if they do not, the frightened villagers prepare to do as he says. Without their support, She-Ra attempts to prove to the villagers that the Horde can be beaten in order to build their confidence.

The villagers watch as She-Ra takes on the Horde Troopers and gains the upper hand, but when she is struck by Dylamug's stun ray, they realize that they must stand up to the Horde themselves or they will have nobody to defend them. The residents of the town recognize that they have strength in their numbers and square up to Dylamug, forcing him to abandon their valuables and retreat from Devlan. The villagers understand they have more confidence than they realize and thank She-Ra for helping to restore their self-respect.

MEMORABLE QUOTES

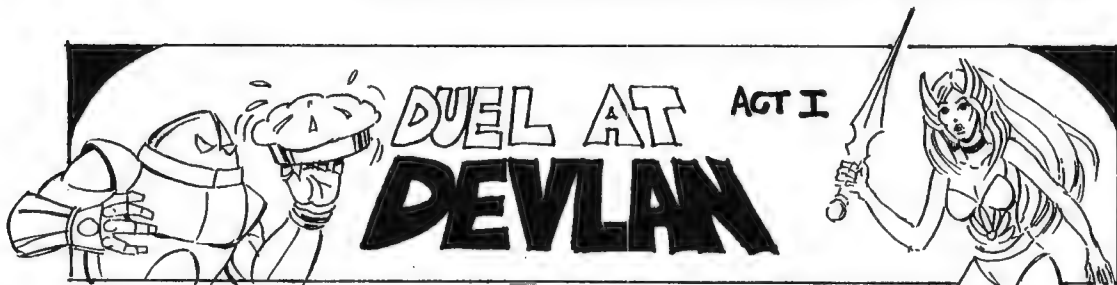
"If our Rebellion is to grow and succeed, villages like Kristala's are going to have to learn to stand up to the Horde themselves." *(She-Ra makes a valid point)*

"Then how come you just beat us four games straight?" *(Sprag fails to understand how Madame Razz has forgotten how to play a game)*



MORAL LOO-KEE. "Hi! It's me again, Loo-Kee! Did you find where I was hiding today? If not, take another look! Here I am! In today's adventure, Dylamug acted like a bully. You know, a person who tries to make other people afraid of him. It's no fun being picked on by a bully. If someone bothers you, don't ever be afraid to tell your parents or some older person. Bye now! See you next time!"

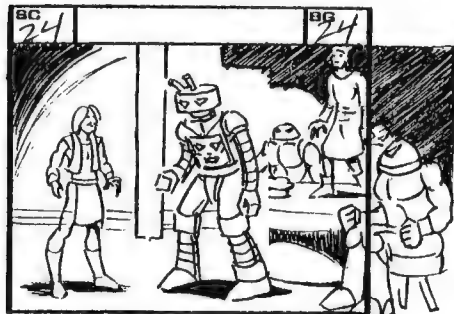
REVIEW This episode begins something of a trend. She-Ra encouraging a peaceful community to stand up for themselves would become a trope of the series, and this episode does it clearly, effectively, and with the right mix of fun and drama. It lessens the scale of the Horde's dictatorship and feels like a big departure from the first five episodes, but this is to its credit. Having the creepy Dylamug as She-Ra's main adversary shows that the battle rages in small villages as well as large Rebel strongholds. While some may argue the filler scenes are overused, they are sweet and enjoyable and help build our familiarity with the Rebellion. This episode provides us with a solid start to the series without He-Man and all the royal backstory. 7/10



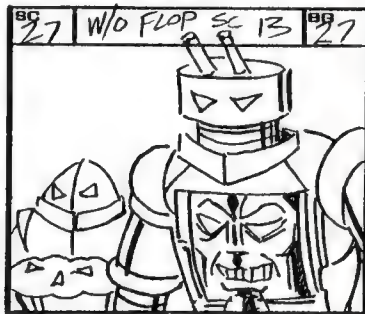
SAME/AS

The Bard and many of the people and interiors of the Golden Goose Inn at the start of the episode were previously used in "Into Etheria" as the Laughing Swan Inn.

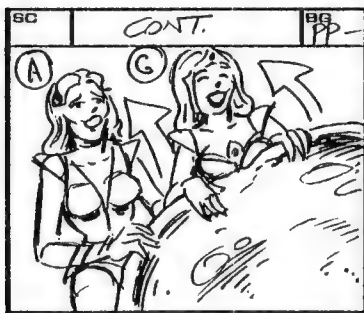
Many of the sequences of She-Ra fighting the Horde Troopers would later appear during the stock-filled opening to "The Bibbet Story," the penultimate episode of the series.



DYLAMUG CONFRONTS THE INNKEEPER -



CLOSE ON DYLAMUG



ADORA & GLIMMER POP OUT -

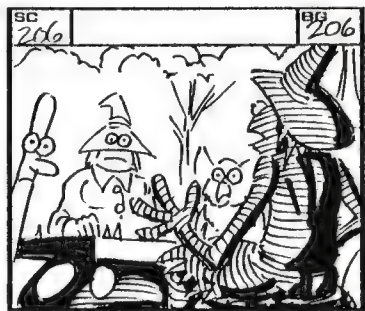


ANGLE ON KOWL & BOW -

DELETED SCENES

In the original script, shortly after She-Ra saves Kristala, Swift Wind states that She-Ra is his best friend.

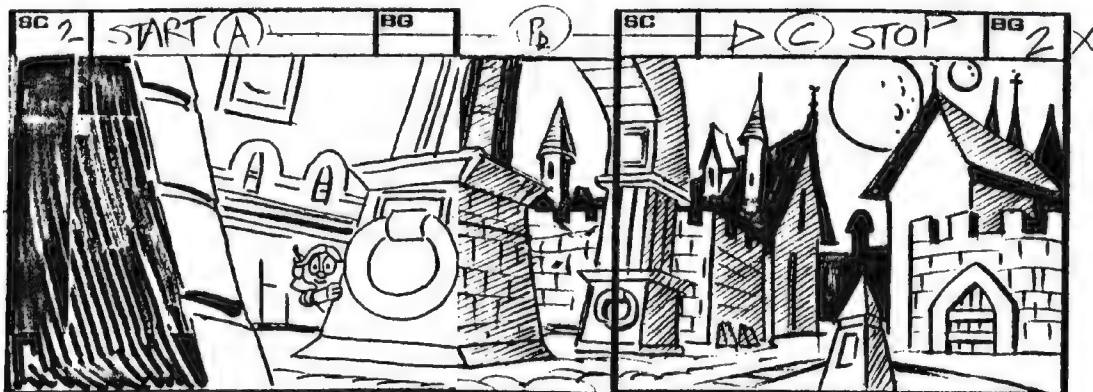
A piece of dialogue removed for time had Madame Razz, while attempting to remember the name of Devlan, remark that she's using the right letters.



OTS ON SPRAG - ON GROUP

SPRAG
Then how come you just beat us
four games straight?

Below: Very rarely was Loo-Kee illustrated hiding in the storyboards. Warren Greenwood inserted the magical being into this opening panning shot of Devlan.



TRIVIA

• This was the first episode of the series to be shown in the UK; the first five episodes were skipped entirely.

• This episode includes around four minutes of material irrelevant to the plot.

• Dylamug was not originally scripted to star in this episode; it was to feature only the Horde Troopers.

• Dylamug was based on a proposed action figure conceptualized by Ted Mayer for the Masters of the Universe toy line. Dylamug's action figure would have had a face made up of three horizontal disks. These disks would have featured a variety of eye and mouth expressions which could be assembled to create different moods for the character.

• This is the first of five cameo appearances that Frosta makes in the series, before finally getting an episode of her own in "Black Snow."

• This is the first time in the series that we hear Spirit speak.

• In the scene in which Darius is confronted by Dylamug and some Horde Troopers outside of Devlan, we hear a Horde Trooper's voice instead of Dylamug's. This is because the script specifically states that Dylamug is not present in the scene.

• The statue that Dylamug destroys in the town square depicts a sword-wielding warrior with a woman in a long flowing dress draped over his shoulder.

• As the earliest scripts depicted the Horde Troopers as individual humanoids and not robots, we hear Dylamug call two of them by their names, Ardvik and Ersk.

• Dylamug would not appear in the series for another eighty-four episodes.

• In the script the writer specifies exactly where Loo-Kee appears in the episode. However the director ignores this and puts him in the snow scene at the Whispering Woods.



THE SEA HAWK

CAST Adora, Catra, Grizzlor, Hordak, Mayor Guppi, Sea Hawk, Shadow Weaver, She-Ra, Spirit, Swen, Swift Wind



MEMORABLE QUOTES

"They're little people with big imaginations!" [Swift Wind sums up the elves of Seaworthy]

"You look too smart to be lost and too beautiful to be an elf." [Sea Hawk charms Adora]

"Yes, Captain. We still have our freedom. But, Captain . . . We've lost all our pride." [Swen's words to Sea Hawk are harsh but true]

"Awww, did the poor kitty hurt her little head?" [She-Ra teases Catra]



SYNOPSIS She-Ra rescues a group of coastal-dwelling elves from a sinking ship and learns they were fishing far from land to avoid a terrible monster that has been terrorizing their home, the village of Seaworthy. She offers to help, believing the elves have imagined a far worse opponent than they realize. However, when she spots a huge bird-shaped vessel on the shore, She-Ra starts to believe their imagination may not be as wild as she first thought.

She-Ra discovers pirates plundering the elves' storehouses. She changes back into Adora to confront them and is soon discovered by Sea Hawk, pirate captain of the vessel. After she tells him she had gotten lost looking for Seaworthy, his second mate Swen invites her onboard to travel with them, as they are on their way to the village. Sea Hawk does not recognize Adora, but Swen does and asks her to challenge the captain over his love of money and his alliance with the Horde.

On deck, Adora confronts Sea Hawk, asking why he sides with Hordak over his

own people. He insists that he and his men have a free life, and so Adora continues to chip away at his questionable morals. The ship pulls in to Horde Harbor, where Sea Hawk hands his plunder over to Catra. Adora is identified and handed over to the Horde. As Sea Hawk continues to evaluate their earlier conversation, the ship continues on its voyage.

With Adora's words ringing in his ears and Swen also openly confronting him, Sea Hawk turns the ship around to pursue the Horde.

After Catra informs Hordak that she has captured Adora, Sea Hawk boards the Horde blimp and frees Adora from a prison cell. When Catra finds them, Sea Hawk urges Adora to safety, which allows her to transform into She-Ra and help Sea Hawk defeat the Horde villainess. With Catra subdued, She-Ra asks Sea Hawk to join the Great Rebellion and support them in their fight against the Horde. Sea Hawk agrees to help her fight for freedom rather than for profit as the furious Catra is sent on a one-way trip back to Horde headquarters.

MORAL LOO-KEE. "Hi! It's me, Loo-Kee. Did you find where I was hiding? If not, take another look! Here I am! When I first saw Sea Hawk, I thought he was a bad person. But She-Ra looked for the good in him and found it! If you look for the good in people, you'll usually find it. And you might just find a new friend. So, look for the good in people! Bye now! See you next time!"

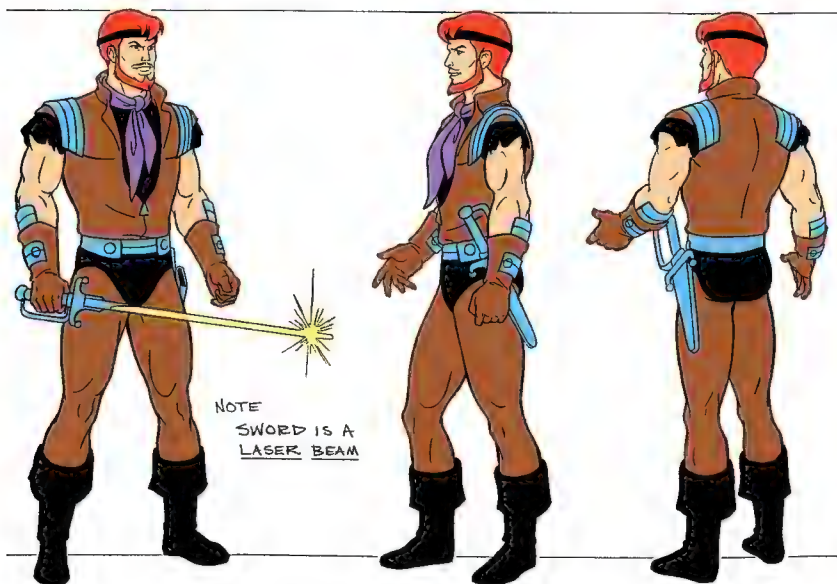
REVIEW The series is full of guest stars, and Sea Hawk ranks up there with the best of them. His debut, however, paints a pirate very different to the one we will come to know and love. He is cold and distant when we meet him, so we applaud Adora's feisty challenge of his morals to his face and on his own ship. The alluring, even seductive Catra is the perfect foil for Adora, adding fuel to Sea Hawk's dilemma. But with his conscience in a state of flux, it is his integrity that prevails. His defection to supporting the Rebellion is worthy of cheers and, of course, sets up his further appearances as an ally for the Rebels and a wanted man for the Horde. This episode is as strong and robust as its titular hero. **8/10**



SAME/AS

When She-Ra telepathically connects to Swen's mind, the animation used of the Princess of Power is from the scene in "Battle For Bright Moon" when she telepathically communicates with the bear.

When Sea Hawk unsheathes Adora's Sword of Protection, the animation sequence is largely based on Prince Adam unsheathing the Sword of Power from "The Rainbow Warrior."

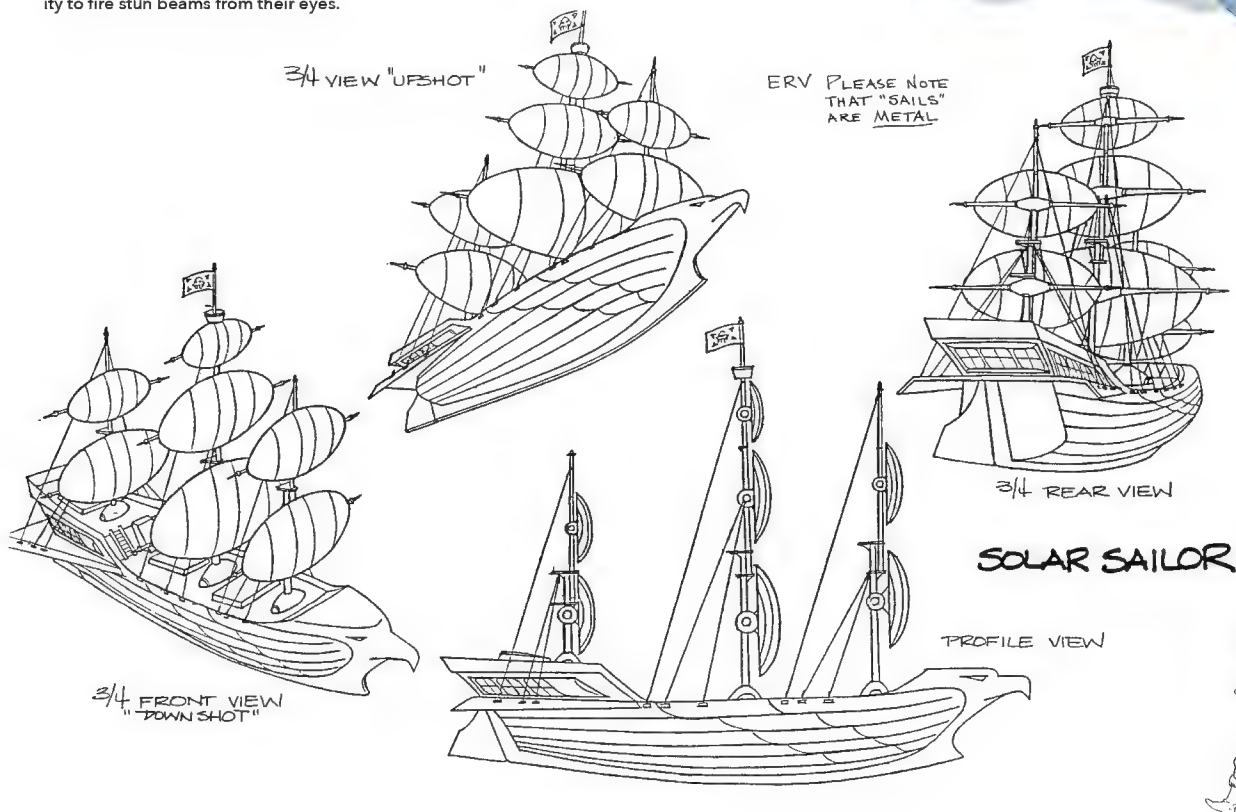


Sea Hawk was not only one of the most popular guest stars on the *She-Ra* series but also one of the most detailed.

DELETED SCENES

Originally, this episode would not have featured Horde Troopers, but rather robots with one eye which could fire stun rays. This explains why, in the episode, the Horde Troopers suddenly have the ability to fire stun beams from their eyes.

A piece of dialogue removed for time had Catra and Grizzlor conversing between themselves, eager to tell Hordak that Adora is their prisoner.



TRIVIA

- This episode was inspired by *The Sea Hawk*, a black-and-white movie from 1940 starring Errol Flynn as a swashbuckling pirate named Sea Hawk.

- Though unnamed in the episode, She-Ra and Swift Wind are flying over the Sea of Demons when they unexpectedly encounter the elves in distress.

- In the script Larry DiTillio likens Swen to Smee from *Peter Pan*.

- She-Ra demonstrates a form of telepathic empathy in this episode, through which she senses Swen's regret at robbing the elves' storehouses.

- Though it is primarily obscured, this is the only episode of the series in which She-Ra transforms back into Adora onscreen.

- Sea Hawk was designed by character artists Curtis Cim and Diane Keener.

- Although her appearance is small onscreen, the Sea Fairy was designed with as much detail as any other character in the series.

- Catra is voiced by Melendy Britt, who ad-libbed the catlike noises in her character's dialogue, which were not present in the script.

- Catra and Grizzlor would once again team up to battle She-Ra and Sea Hawk in "Return of the Sea Hawk."



THE RED KNIGHT

CAST Adora, Arrow, Bow, Glimmer, Hordak, Imp, Kowl, Leech, Mantenna, Queen Angella, Red Knight, Scorpia, She-Ra, Spirit, Swift Wind



MEMORABLE QUOTES

"I have no interest in this blue knight, Imp, but—" [Hordak's ability to listen leaves a lot to be desired]

"Face him? The last time you met all he faced was your back as you ran away." [Hordak mocks Mantenna's newfound bravery]

"Bow has gone away. Left us. Departed. Withdrawn. Vamoosed! Understand?" [Kowl loses his patience with Adora]



SYNOPSIS Adora, Bow, and Glimmer ride to Blackmoor Castle to attend the Rebels' Fair, a celebration of the start of the Great Rebellion. When they are ambushed by Leech, Mantenna, and Scorpia, a mysterious warrior known simply as the Red Knight comes to their rescue, disabling the villains one at a time. The group go on their way with their gallant new friend.

At Blackmoor Castle, Imp spies on the Rebels as Glimmer introduces the Red Knight to Queen Angella, who recognizes his voice but cannot place him. A runaway wagon catches the Red Knight's attention. He pursues it and brings it to a halt.

At the Fright Zone, Imp delivers the news that Queen Angella is outside of the protection of Bright Moon and urges Hordak to stage a plan to crush the Rebellion.

Bow lines up against other competitors to take part in the Rebels' Run, a contest to decide the fastest and most agile Rebel. He puts the other competitors to shame—all except for the Red Knight, who narrowly passes him before the finish line. As the

Red Knight is crowned the winner, Bow leaves Blackmoor Castle, telling Kowl that he wants to be alone. Kowl informs Adora, who transforms into She-Ra to look for him. She finds him in the Whispering Woods, disappointed in himself for not winning the race. She tells him that he should not be sad, as he did his very best.

Meanwhile, Hordak descends upon the castle with his newest invention, the Laser Bubble Blaster, which he uses to trap Glimmer, Queen Angella, and the Red Knight.

Kowl alerts She-Ra and Bow to the Horde threat, and so they head back. While She-Ra takes on Scorpia, Mantenna, and Leech, Bow fires a perfectly aimed arrow at Hordak's Laser Bubble Blaster, causing it to backfire and trap him in a bubble. The Horde members retreat as She-Ra hurls the encased Hordak after them.

The Red Knight thanks Bow for rescuing him and, as he departs, promises Queen Angella that she, and the rest of the Rebellion, will learn his true identity when Etheria is free.

MORAL LOO-KEE. "Hi! It's me, Loo-Kee! Did you find where I was hiding today? If not, take another look! See me now? Here I am! Today, Bow lost the race, and felt really bad because he did. But She-Ra told him he did his best and that's what counts. Win or lose, what counts is doing your best! See you next time!"

REVIEW Bow's bigheaded, often arrogant nature is depicted to a tee in this story, as he is challenged to face up to perhaps his greatest test by being second best at something. The mystery surrounding the Red Knight's identity is a nice aside but feels a little underwhelming since it is never resolved. That, however, is not important, as the episode is more a lesson for the Rebellion's heroic archer than a story about the knight of the title. Hordak's Laser Bubble Blaster verges on the ridiculous, but the episode has enough fun scenes and character development to keep us entertained, as well as providing the fan community with one of the most debated mysteries in the history of the He-Man and She-Ra lore. 6/10



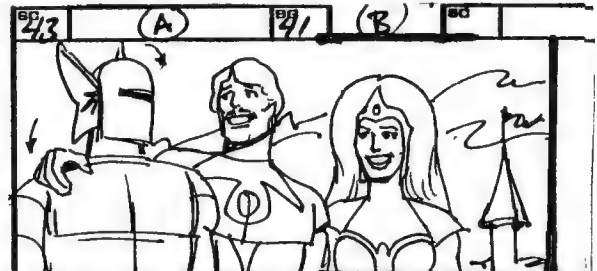
BOW LOOKS UP DREAMILY

BOW (can't)
she-ra will be presenting the
award to the winner.



CLOSE ON ADORA

ADORA
Bow, look out!



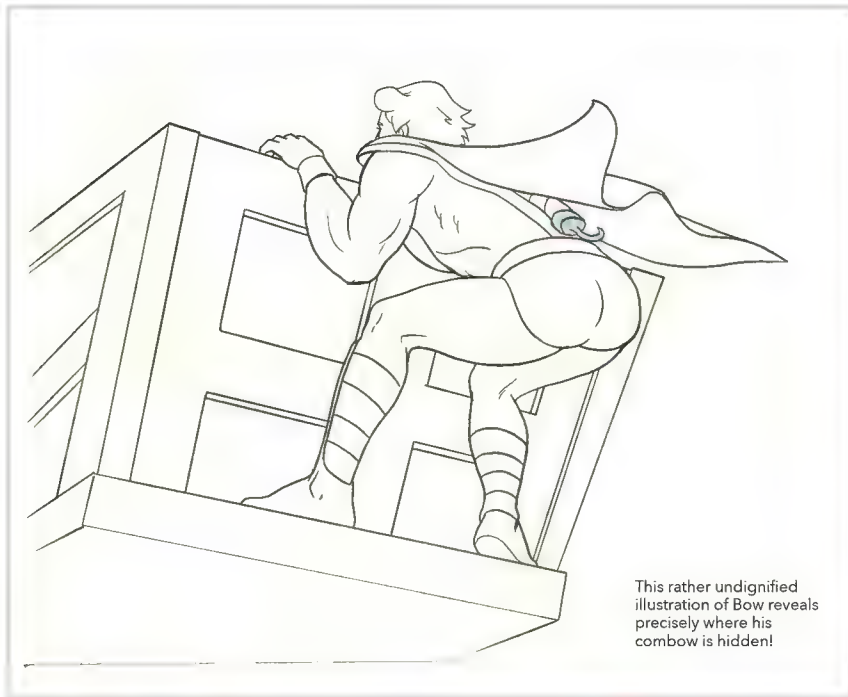
ON RED + BOW, SILLY GUYS, PAUS. OVER TO (B) POS.
FOR GLIMMER DIAL.

SAME/AS

The design of Blackmoor Castle would be used again as Bluestone Castle in "The Prisoners of Beast Island" and as Valley View Castle in "The Time Transformer."

The three individuals on the balcony during the runaway-cart scene are character designs that

previously appeared in *He-Man*; from left to right, they are Teela Na's male friend from "Origin of the Sorceress," Sibyline from "The Defection," and Duke David from "The Once and Future Duke."



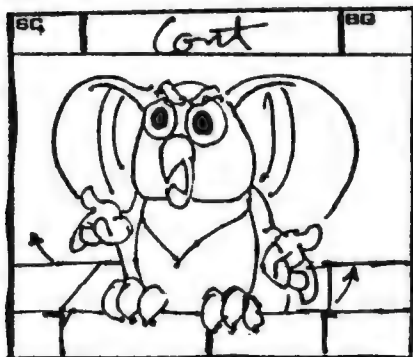
This rather undignified illustration of Bow reveals precisely where his combow is hidden!

DELETED SCENES

In the original script Imp premieres his shape-shifting abilities by becoming a tennis ball and rolling over to spy on Queen Angella.

In an altered scene, the Red Knight would not be wearing his suit of armor during the race. Instead he is described as wearing a hood.

The scene at the end of the episode originally had Leech, Mantenna, and Scorpia pick up the bubble in which Hordak is contained and carry him away.



KOWL
(testy)
I mean exactly what I said. Bow has gone away. Left us. Departed. Withdrawn. Vamoosed! Understand?



CHARACTER DESIGN: GERALD FORTON/ED HUNEY

TRIVIA

• This episode is directed by Tom Sito. Like Tom Tataranowicz and Mark Glamack, he made his directorial debut on the *She-Ra* series without having directed any episodes of *He-Man*.

• Imp was designed by character artist Charles Zembillas.

• The Red Knight is voiced by George Dizenzo.

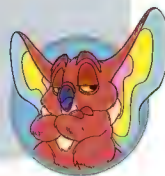
• The three competitors alongside Bow and the Red Knight during the competition are named in the script: Gommoroth, "leader of the Mountain Empire"; Frod, "a primitive cave-man type in animal skins"; and Kristan, "an ice blue warrior from Frosta's empire."

• When Adora pats Kowl on the head as he replies, "It won't be easy," the bottom of the animation cels is visible, especially on the VHS release of this episode.

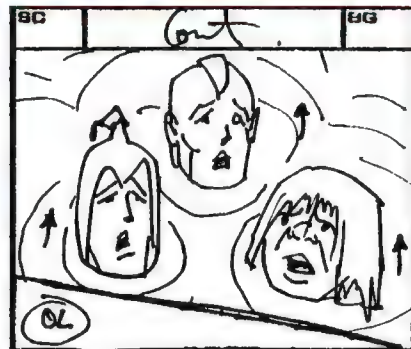
• As she prepares to look for Bow, the sky behind Adora mistakenly goes from day to night as she transforms into She-Ra.

• This episode marks the first time She-Ra would throw Scorpia by her tail; "A Loss for Words" and "The Anxious Apprentice" are the other two occasions.

• The identity of the Red Knight is never revealed in the series.



BONUS HORDAK ATTACK: Hordak transforms his right arm into a large mallet and crushes a goblet during a passionate, angry speech to his Horde henchmen.



GOMMOROTH
PP-08



THE MISSING AX

CAST Adora, Arrow, Bow, Kowl, Kyle, Mach, Madame Razz, Mantenna, She-Ra, Spirit, Sprag, Sprocker, Swift Wind, Thad

SYNOPSIS Adora is on her way to meet Bow at Lavender Pond, but he is delayed by showing Thad and Kyle, sons of his friend Mach, his skills with a bow and arrow. The boys want to have a go themselves, but Mach tells them they will have to wait until they are older and more responsible. Instead, they ask if they can use their father's ax to chop some wood while he and Bow enjoy lunch. He agrees, telling them to be careful, as the ax is his way of making a living.

Having chopped some timber, Thad and Kyle decide to cool off in a stream, leaving the axe behind. Sprag and Sprocker stumble upon the ax and opt to take it with them so that Madame Razz can help identify the owner. When the boys return to find the ax has gone, they conspire to tell their father it was stolen by a man in a purple cloak.

At the house, the boys elaborate on their story, adding that the thief headed in the direction of Greenthatch, a town still under Horde occupation. Bow offers to catch the thief and retrieve the ax. He heads for

Greenthatch, where he is unable to find either and is instead captured by Mantenna and placed in a slave transport bound for the Dark Mountains. Kowl and Arrow manage to escape.

At Lavender Pond, Adora transforms into She-Ra and journeys to Mach's cottage to inquire about Bow's whereabouts. Thad and Kyle tell her their story but get the details confused and admit that they lied to avoid getting into trouble. Kowl and Arrow arrive and tell everyone about Bow being captured.

She-Ra intercepts the Horde slave transport but is confronted by Mantenna. She manages to skillfully defeat the villain, allowing her to free Bow and the other prisoners.

Back at Mach's cottage, Thad and Kyle apologize for the trouble they caused. Sprocker and Sprag arrive to ask Madame Razz to help them identify the owner of the ax, prompting Mach to take it from them and save her the trouble.

MORAL LOO-KEE. "Hi! Here's Loo-Kee again! Did you find where I was hiding today? If not, take another look. See me now? Today's story was about trust. Trust takes a long time to build. And a single lie can destroy it in a moment. Thad and Kyle found that out! Even when you've done something wrong, it's best to tell the truth. Bye now! See you next time!"

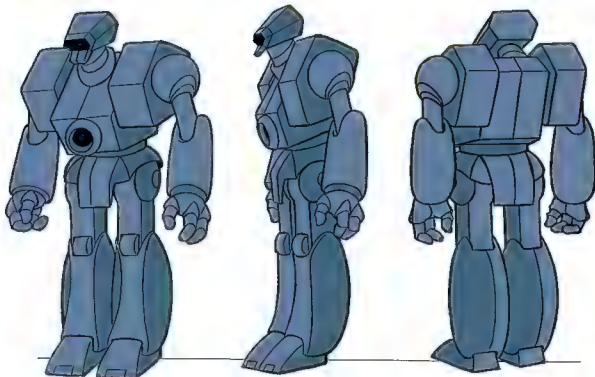
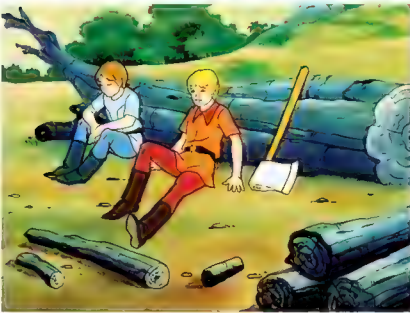
REVIEW This episode is light on story and action yet heavy on moral preaching. We just don't care about Mark's ax. We don't really care that Thad and Kyle are going to get in trouble. We're not even that bothered when Bow gets captured because it'll at least give She-Ra something to do. The Mantenna scenes provide a saving grace, but it's not enough to fill the gaping hole left by season 1's biggest disappointment. Adora waits around like we wait for the story to get going. We watch *She-Ra* for the action, the comedy, and the heart. This episode has little of any of those. Sadly, the missing ax is the least of this episode's problems. 1/10

MEMORABLE QUOTES

"No! Not me! Capture her!" [A Horde Trooper grows frustrated with the Captron's malfunctioning behavior]

"Any walk's a long one when you're a Twigget." [Sprag speaks the truth]

"Signed up for the Horde Holiday Tour, I see." [She-Ra rescues Bow from a Horde slave transport]



SAME/AS

The sequence of She-Ra and Bow hugging is based on the sequence of She-Ra and He-Man hugging from "Reunions."

The character model for Mach would later appear in "Portrait of Doom."



DELETED SCENES

A scene heavily cut for time had a very different fight occur between She-Ra and Mantenna. As She-Ra is about to rescue Bow, she is hit by a Freeze Ray fired by Mantenna, who then begins to gloat over his victory. Madame Razz suddenly shows up and

saves the Princess of Power by shrinking Mantenna to eight centimeters in height.

In the script Bow starts to sing the song he wrote for She-Ra before the final scene; however, this was removed from the episode.



TRIVIA

- Mach, Kyle, and Thad were designed by character artist Alice Hamm.
- Lou Scheimer is the voice of both Sprag and Sprocker.
- Although supported by some Horde Troopers, Mantenna is the only lead villain of this episode.
- When Arrow and Kowl race off, having told She-Ra of Bow's capture, the background is largely unpainted at the bottom.
- In the Horde slave transport Bow is sitting among a very disparate collection of prisoners.
- Although she appears at the end of the episode, Madame Razz is silent in her brief appearance. It is also the only time in the series that she appears without Broom.
- At the end of the episode, seconds after Bow displays his magical trick to She-Ra, in the group shot we see him comically stroking Kowl's stomach, much like a pet owner. Kowl appears to enjoy the experience.
- The character models for this episode were finalized on December 13, 1984.



THE PRISONERS OF BEAST ISLAND

CAST

Adora, Bow, Broom, Castaspella, Catra, Grizzlor, Hordak, Kowl, Leech, Madame Razz, Rattlor, She-Ra, Sorrowful, Spirit, Swift Wind



MEMORABLE QUOTES

"Attack a Horde Transport with a bow and arrow? Been nice knowing you." [Kowl questions Bow's plan of action]

"And I want you to know that if I wasn't a gentle dragon, I'd take you over my knee and spank you!" [Sorrowful finally stands up to Catra]



SYNOPSIS

At Bluestone Castle, Adora, Bow, and Castaspella prepare for an attack by the Horde. Sorrowful the dragon is afraid of them, but Bow promises to protect him. Catra mounts an assault, but She-Ra and the Rebels manage to repel her. However, she captures Sorrowful and transports him to the terrifying Beast Island.

Bow blames himself for Sorrowful's kidnapping, but She-Ra tells him they were all responsible for protecting him. The Rebels agree to journey to Beast Island together to free Sorrowful.

On Beast Island, Sorrowful is locked in a prison cell with other prisoners—huge, raging beasts who growl at him and grapple the cages which keep them hostage. Grizzlor's forces attack the incoming Rebels who land on the island, but while She-Ra deals with a fleet of Horde Destroyers, Castaspella, Kowl, and Madame Razz are cornered by Horde Troopers.

Meanwhile, Bow escapes the attack and finds Sorrowful. He claims full responsibility for the dragon's capture. Sorrowful is

embarrassed for feeling afraid, so Bow tells him that he also feels scared, and that it is likely that the other captive beasts do, too. Sorrowful asks them who is afraid of the Horde, and all the beasts respond affirmatively. He breathes fire on the cell bars, releasing the beasts from their prisons, and leads a mass exodus from the Beast Island jail.

The beasts confront Grizzlor, who runs to alert Catra. Sorrowful approaches Catra and informs her of his and the other beasts' collective displeasure at being imprisoned. As Catra is stunned into silence, Castaspella uses her powers to free the Rebels from the surrounding Horde Troopers, allowing them to evacuate the island safely. Catra and the other Horde members are left racing back to their hideout while being chased by the furious beasts.

Back at Bluestone, Sorrowful thanks the Rebels for coming to rescue him, jokingly asking them not to contact him the next time they need help fighting the Horde.

MORAL

LOO-KEE. "Did you find where I was hiding? If not, take another look. Do you see me? Look carefully. Here I am! In today's story Sorrowful had a big problem, but he had friends who loved him and were willing to stand by him, even when the going got rough. Being loyal to your friends is very important—especially when they need you the most. Until next time, bye!"

REVIEW

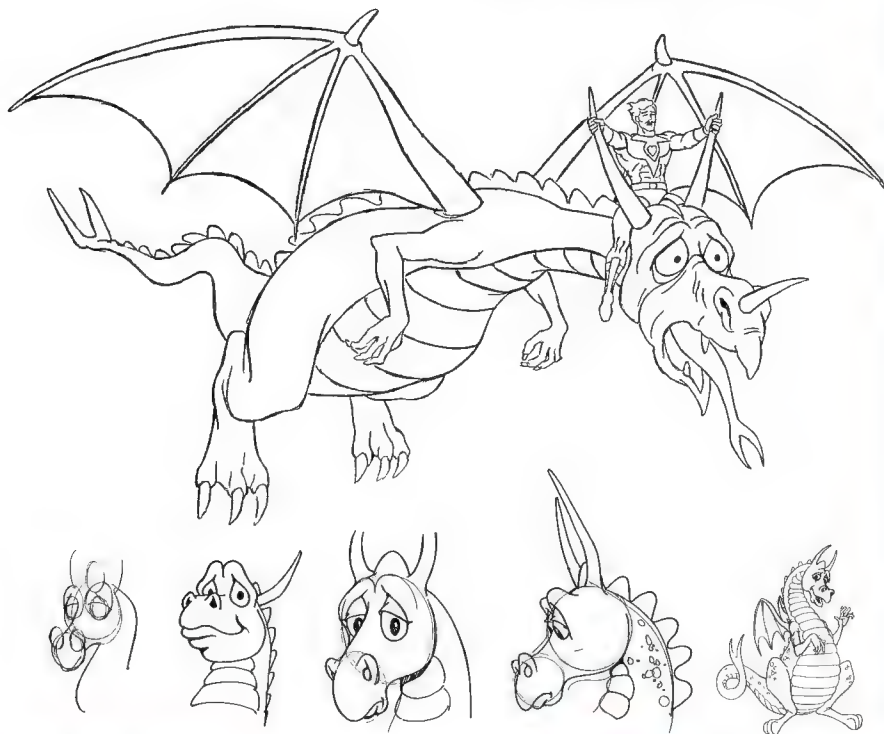
For twenty-two minutes, we hope this episode will live up to its potential. After Sorrowful's debut in "The Laughing Dragon" (which aired before this episode), we're expecting tight writing and sight gags galore, but this follow-up fails to deliver the same flair. Sorrowful standing up to Catra is the episode's standout moment, and Bow's pep talk is nice, but the formerly terrifying Beast Island is less threatening than it was a few episodes ago. We see nothing of the native monsters—only the captured beasts who look frightening but aren't really scary at all, as it's revealed that they're just scared of the Horde. With She-Ra spending most of the episode purposelessly trashing Horde machines, this episode never fully breaks out of its cage. **6/10**



SAME/AS

Although slightly repainted, Bluestone Castle is a design reuse of Blackmoor Castle, which appeared in "The Red Knight." Bluestone Castle itself would be reused again as Valley View Castle in "The Time Transformer."

The monsters on Beast Island are character designs that previously appeared in *He-Man*, including Bak-kull from "Teela's Quest," the Cyclops from "Dree Elle's Return," the Grazzler from "Fisto's Forest," the Talgoth from "The Rarest Gift of All," and Grabber from "Mistaken Identity."



DELETED SCENES

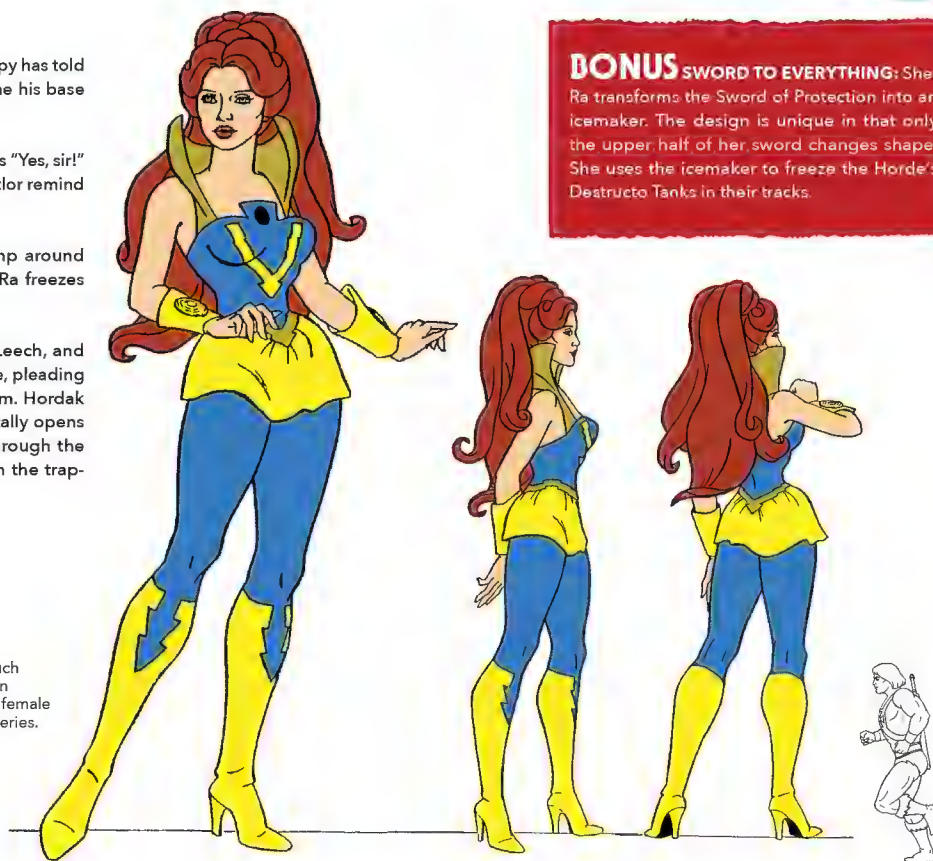
In the original script Adora states that a spy has told her that Hordak wants to make Bluestone his base to conquer Mystacor.

In a scene removed for time, Leech replies "Yes, sir!" to one of Catra's orders, only to have Rattlor remind him, "She's not a sir, you jerk!"

Leech and Rattlor would originally jump around and complain of being cold after She-Ra freezes the tanks.

A removed scene had Catra, Grizzlor, Leech, and Rattlor contact Hordak in the Fright Zone, pleading for his help as the beasts surround them. Hordak refuses to help and in his rage accidentally opens the trapdoor. He then angrily paces through the throne room and mistakenly falls down the trapdoor himself.

Castaspella was illustrated with much softer features than many of the other female characters in the series.



TRIVIA

• This episode features the first of She-Ra's Sword of Protection transformations, which would become a regular occurrence in the series.

• Catra was designed by artist Dale Hendrickson, based on many different concepts provided by the character design department.

• This episode marks the first appearance of the Masters of the Universe action figure Rattlor. Michael Utvich deliberately chose to include Rattlor in the episode because other writers were not giving him airtime.

• Castaspella is voiced by Melendy Britt, who performs her best impersonation of Hollywood actress Katharine Hepburn.

• The aircraft Castaspella uses is called the Flutter Plane and appeared in an early *Princess of Power* minicomic entitled *Adventure of the Blue Diamond*.

• This episode adheres to the series bible and has Castaspella's magical abilities controlled by the disk on her wrist. This idea would be abandoned by the time we witness her powers again in "Enchanted Castle."

• She-Ra uses the gem in her sword to fire a bolt of energy at the rocks. She would only ever do this again in *A Christmas Special*.



BONUS SWORD TO EVERYTHING: She-Ra transforms the Sword of Protection into an icemaker. The design is unique in that only the upper half of her sword changes shape. She uses the icemaker to freeze the Horde's Destructo Tanks in their tracks.

THE PERIL OF WHISPERING WOODS

CAST Adora, Arrow, Bow, Broom, Catra, Glimmer, Hordak, Leech, Madame Razz, Mantenna, Prince Zed, Scorpia, Shadow Weaver, She-Ra, Spirit, Sprag, Spritina, Sprocker, Swift Wind

SYNOPSIS On the outskirts of the Whispering Woods, the Rebels intercept a Horde tax collection group led by Hordak and his nephew, Prince Zed, son of Horde Prime, supreme ruler of the Horde empire. The Horde try to enter the forest to follow the Rebels, but the magic prevents them from getting inside and protects the Rebels from attack.

At the Fright Zone, Shadow Weaver concocts the Poison of Kandahar, a potion so deadly it can neutralize the magic of the Whispering Woods and kill the plants within it. Hordak plots to use it to expose the Great Rebellion, making them easy to capture.

In the Whispering Woods, Madame Razz observes troubling developments at the edge of the forest. Trees have started to wither, leaving Adora to suspect the Horde's work. Her suspicions are confirmed when Hordak and his warriors fly overhead in Jet Machines and spray clouds of poison over them, causing more trees and bushes to wilt. The Twiggets, being a part of the Whispering Woods, also become struck down with illness.

At the Fright Zone, Prince Zed asks to attend the next raid on the Rebel camp.

Hordak agrees, but when the Horde attack the woods for a third time, the Rebels are better prepared and take an injured Prince Zed hostage. She-Ra tells her friends that the Rebellion will not respond to the Horde's evil with similar hatred, and so Zed is taken to a medical tent to recuperate.

Prince Zed observes the Rebels nursing the sick Twiggets. Glimmer challenges him over his choice to put them in cages, forcing him to question his morals. In return for their kindness, Zed offers the Rebels temporary support.

Hordak receives a demand from his nephew to stop poisoning the woods or he will inform Horde Prime that he was abandoned in battle. Hordak unwillingly agrees. When the Rebels release Prince Zed, Madame Razz surreptitiously takes a sample of the poison from a Jet Machine, allowing her to replace it with an antidote. When Hordak takes to the sky, he attempts to shower the Whispering Woods with the poison once again but instead covers it with the antidote, restoring the trees, and the Twiggets, to full health.

MORAL LOO-KEE. "Hi! I'm Loo-Kee. Did you find where I was hiding today? If not, take another look. See me now? Here I am! You know, if someone is nice to you, don't you feel like being nice back? That's what She-Ra did, and Prince Zed was nice in return. Always treat others the way you want them to treat you. Like She-Ra, that will work for you, too! Bye now! See you next time!"

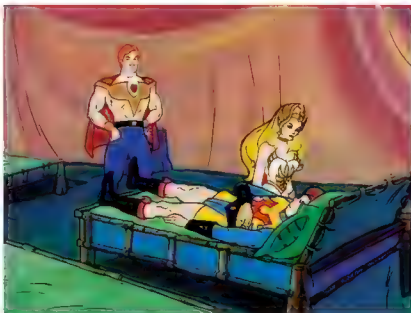
REVIEW This episode's strength is that it involves one of the Horde's wickedest schemes and one of the Rebels' greatest threats. Hordak cares little about who or what he kills, so long as he can get what he wants. Prince Zed is effective as the sniveling brat turned Rebel lover. His change of heart is particularly surprising and the story possibilities of him siding with the Rebels are potentially exciting, if unfulfilled. The problem lies in him being the son of Horde Prime, who appears as a giant, smoke-shrouded metal claw. Zed looks nothing like the horrors of Horde Prime we imagine are hidden in that cloud of smoke. Fortunately, the positives—She-Ra's compassion for Prince Zed in particular and the episode's stark urgency—greatly outweigh the negatives. **7/10**

MEMORABLE QUOTES

"If we cannot take the Rebels from the woods, we will take the woods from the Rebels." [Hordak prepares to unleash a poison upon the Whispering Woods]

"Are you an angel?" [Prince Zed awakes to see She-Ra before him]

"In the Fright Zone they would put such creatures in cages." [Prince Zed fails to comprehend the Twiggets]



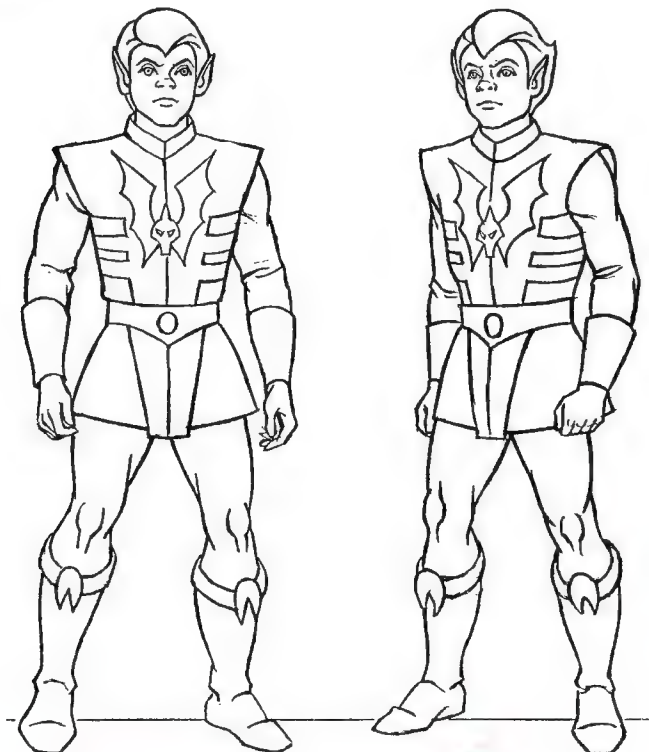
Left: The model sheet showing Catra piloting a Jet Machine mistakenly shows her headpiece covering her eyes (which would have resulted in her transforming into her cat form).



SAME/AS

Prince Zed's character model would later be slightly altered and reused for Horde Corporal Romeo in "Romeo And Glimmer." Many of the character poses and certain sequences would be adapted and reused.

The sequence in which Bow and Glimmer steal a Horde vehicle would later appear at the beginning of "The Inspector."



The two eagles that carry the large net into battle are based on the character model for Zoar from the *He-Man* series.

The vertical panning shot which shows the dead Whispering Woods would mistakenly be used at the beginning of act 2 of "Sweet Bee's Home."

TRIVIA

- The script for this episode was revised a total of nine times across the space of five months.
- The script dictates that Hordak is Prince Zed's uncle, making Horde Prime Hordak's brother, something that is never again addressed in the series.
- This episode features the only appearance of Shadow Weaver's vulture-like pet, Styrax.
- In this episode we learn that the Twiggets are magically linked to the Whispering Woods.
- Sprag, Sprocker, and Spritina were designed by character artists Rick Maki and Pat Wong.
- Adora calls Spritina by the name "Spiritina," which, along with "Sprintina," was a name the character had during development.
- As with many of the earliest episodes of the series, in the script Loo-Kee was at one point known as "Watcher."



BONUS

HORDAK ATTACK: Attempting to enter the Whispering Woods, Hordak changes his right arm into a flamethrower but fails to gain access due to the magic that protects the trees.

DELETED SCENES

In the original script Madame Razz questions Broom's hearing after they crash, remarking, "Your ears must be getting plugged up with sawdust."

A brief removed scene had Hordak and Shadow Weaver admiring the destruction that they have just caused to the Whispering Woods, with Prince Zed stating that it is too bad they have to destroy the woods.

In a removed scene, after Prince Zed accuses Hordak of being afraid of the Rebels, Hordak picks up a stone table in his rage and throws it at Mantenna and Scorpia.

In a piece of removed dialogue, when the Horde attack again, Shadow Weaver says to Styrax that the creature can have its wicked way with the little creatures of the Whispering Woods.

In the script, Glimmer shows an attraction to Prince Zed after he kisses her hand. Ironically the character model for Prince Zed would be used for Horde Corporal Romeo, whom Glimmer would fall for in "Romeo And Glimmer."



The Twiggets next to their near-final character model designs.

THE LAUGHING DRAGON

CAST Adora, Arrow, Bow, Castaspella, Hordak, Imp, Kowl, Leech, Mantenna, She-Ra, Sorrowful, Spirit, Swift Wind



MEMORABLE QUOTES

"Freeing towns from the Horde would be a lot more fun without the speeches." [Bow grows bored during the mayor's speech]

"Whoever you are, you sure have a pretty dress." [Sorrowful compliments Bow's interesting choice of clothing]

"You're such a trusting soul. There is no such thing as a harmless dragon." [Castaspella educates Adora]

SYNOPSIS At the village of Elberon, Bow and Kowl accidentally awake a huge, sleeping dragon in a disused well. Prepared for danger, Adora prepares to transform into She-Ra, but Bow drags her to safety. The Rebels realize that Sorrowful, the dragon, isn't much of a threat at all, as he is positively terrified of everything. Reassuring Sorrowful that he need not be afraid, Adora suggests that Castaspella may have a spell to help him find his courage. And so the Rebels take the cowardly dragon to Mystacor to meet her.

With the Horde cutting down trees to clear a path through Mystacor, Hordak sends Imp to spy on Castaspella. The little Horde spy observes Sorrowful and delivers the news to Leech and Mantenna, telling them that the dragon poses no threat whatsoever and that it should be easy to defeat the Rebels.

After Castaspella receives word that the Horde are trying to conquer her domain, the Rebels set off to confront them. Thinking the Horde will turn and run at the sight of

a dragon, they take the reluctant Sorrowful along. Adora changes into She-Ra as the Rebels come face to face with Leech and Mantenna, who mock Sorrowful. As trees fall around them, Castaspella conjures up a giant rock to protect her friends from the villains' firepower. She-Ra uses the rock to flatten the Horde's tanks, but they refuse to retreat. She-Ra gives Sorrowful the Flower of Power, a supposedly magical rose garland, to give him the gift of courage.

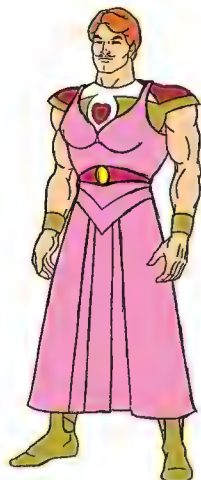
Suddenly feeling fearless, Sorrowful orders Leech and Mantenna to leave Mystacor, blowing fire in their direction and burning their remaining vehicles. The Hordesmen race from the kingdom, shocked at the cowardly dragon's sudden forcefulness.

She-Ra reveals to Sorrowful that the Flower of Power wasn't magical after all and that it was his love for his friends that gave him the confidence to stand up to the Horde. With Mystacor free again, Castaspella invites the dragon to stay with her in the kingdom.



MORAL LOO-KEE. "Hi! It's me again, Loo-Kee! Did you find my hiding place today? If not, take another look. See me now? In today's story, Sorrowful thought he didn't have courage. He found that he had more than he thought. So if you ever need to look for courage, you can find it in the same place Sorrowful did—right in your heart. Bye now!"

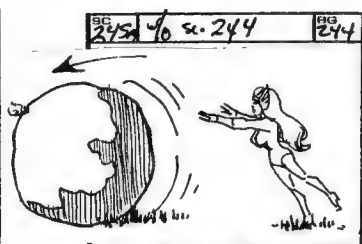
REVIEW This episode is a hoot from start to finish, thanks to an excellent script and some particularly stellar voice acting from Lou Scheimer. Consistently humorous and infinitely better written than in either of his return appearances, Sorrowful is a joy throughout; his lack of self-belief only makes us root for him even more. While the initial "threat" of the dragon is brilliantly anticlimactic, both the Rebels and the Horde members are essential to Sorrowful's story. From Adora's gentle encouragement to Leech and Mantenna's cruel mocking, Sorrowful gains in confidence with the support of his friends and ultimately jumps to their defense to complete his character's journey. Behind the comedy, this episode is a sweet tale of friendship, helping others, and believing in yourself. 8/10



SHERA
(straining)
If I can just get this rock
to move...



On the last word the rock moves
SHERA
(at the limit)
Just got to push -- as hard --
as I -- can!



SHERA PUSHES ROCK O.S.

SAME/AS

As this was the first of the three Sorrowful episodes to enter production, much of his character animation would be reused in the episodes "The Prisoners of Beast Island" and "The Locket."

The animation of She-Ra pushing the rock would be reused in "Sweet Bee's Home," with the rock replaced with a wall within the Fright Zone.



SORROWFUL THE DRAGON P.P.-12

DELETED SCENES

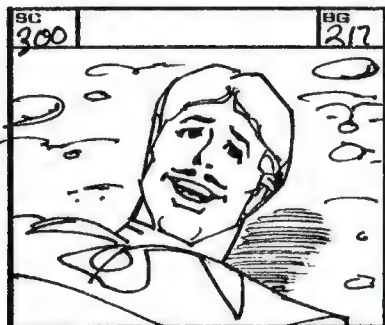
In the script a critical She-Ra jokes that the mayor might actually finish his speech if Adora and Spirit were around instead of She-Ra and Swift Wind.

In an altered scene, Adora and Bow come face to face with Madame Razz and Broom in midair in the cottage.

In a removed scene, Madame Razz casts a spell to make Sorrowful brave, but instead, flowers come out of his nose.

A brief scene removed for time had Bow, Kowl, and Madame Razz tickling Sorrowful in order to force him into Castle Mystacor.

Concerned for the safety of her home, Castaspella asks Adora if Sorrowful has been defamed before allowing him inside.



C.U. BOW SMILING.

BOW
I'm not...it was worth it!



11 FLV

P.P. 12
SC-300
P-217
C.A. 40



TRIVIA

- Sorrowful was designed by character artist Lew Ott.
- Lou Scheimer is the voice of Sorrowful.
- In the script, Hordak's throne room is referred to as the Hall of Doom.
- Imp's power of transformation is revealed for the first time in this episode.
- Although a memorable guest character, Sorrowful would not appear in the series for another seventy episodes (in production order).
- Michael Utvich would write all three of Sorrowful's appearances in the series.
- Dylamug was originally scripted to appear in this episode, but he was replaced by Leech in changes made to the script on November 14, 1984.
- Leech made seventeen appearances in the series.
- The machines that the Horde use to cut down the trees in the forest would not appear in the series again until "The Bibbet Story."



BONUS IMP-ISH BEHAVIOR: Imp transforms into a blue-colored ball and bounces all the way to Mystacor to spy on the Rebels.

KING MIRO'S JOURNEY

CAST Adora, Broom, He-Man, Hordak, Inspector Darkney, King Miro, Madame Razz, Mantenna, Prince Adam, Shadow Weaver, She-Ra, Spirit, Sprag, Spritina, Sprocker, Swift Wind

SYNOPSIS On Eternia, King Miro prepares to visit Etheria with Prince Adam to meet his granddaughter for the first time.

Meanwhile, on Etheria, Adora transforms into She-Ra to communicate with a bird who has been spying for the Rebellion. The bird tells her that a Horde Inspector is due to arrive from Horde World to investigate them. While She-Ra and Madame Razz prepare themselves, Prince Adam and King Miro arrive on Etheria via a dimensional gate. They are spotted by some Horde Troopers, who demand the royal duo kneel before them. The pair refuse and escape, with the Horde Troopers pursuing them into the Whispering Woods.

As King Miro and Adora are introduced for the first time, the Twiggets enjoy playing pranks on the trespassing Horde Troopers. Madame Razz returns from a scouting mission, having identified the ship of an incoming Horde Inspector, Darkney.

While the Rebels prepare to intercept the Horde, in the Fright Zone, Inspector Darkney unveils to Hordak his plan to take care of

the Rebel forces. He reveals that a Crystal Dome Generator will create an impenetrable force field around the Whispering Woods, preventing the Rebels from escaping and therefore stopping them from causing any more trouble for the Horde.

Hordak and Inspector Darkney use the Crystal Dome Generator to successfully create the dome. The Horde then release their Horde Attack Bots inside the dome to confront the heroes, but Madame Razz and King Miro deflect their laser beam blasts back at them, destroying the Attack Bots. Meanwhile, while He-Man loosens the base of the dome, She-Ra takes to the sky on Swift Wind to lift it from the ground and remove it from the Whispering Woods. He-Man destroys the Crystal Dome Generator, forcing Hordak and Inspector Darkney to retreat.

As King Miro and Prince Adam return to Eternia, Adora's grandfather proclaims that these have been the most exciting days of his life.

MORAL LOO-KEE. "Hi! Did you find where I was hiding today? If not, take another look! See me here? Here I am! Today's story was about a family, people working together as a team! I hope you do your part for your family. It's the most important team in your life! Bye now! See you next time!"

REVIEW While this episode has all the makings of a classic, it fails in its execution. It should be exciting and elaborate, given that Adora meets her grandfather for the first time, but it's not clear how he even remembers her after the spell cast by the Sorceress caused everyone to forget she ever existed. Continuity issues aside, the scenes with King Miro arriving on Etheria and the Rebels discussing their mission are slow and drawn out, and the scenes with the Twiggets pranking the Horde Troopers are unnecessarily confusing. While the action is most certainly present, and the fanged Inspector Darkney seems to pose a threat to the Rebels and Hordak alike, this episode feels more tired than most of the other *He-Man* crossovers. **5/10**



MEMORABLE QUOTES

"I'm afraid I'll have to turn down your request for a dance." [King Miro stands up to a Horde Trooper bully]

"I ask for trained troopers, and Horde Prime sends me a bunch of clowns!" [Hordak loses his temper while watching his Horde Troopers in action]

"At Horde Academy, they told us that you should laugh at trouble. All the best—I mean, the worst—evil villains are always laughing." [Mantenna attempts to cheer up Hordak]

"I dreamed of this moment for years. There's so much I want to tell you." [King Miro meets his granddaughter, Adora]

"The fight of my children must always be my fight." [King Miro has lost none of his warrior spirit]

"It's soaring, Spirit! Soaring!" [After a day with her family, Adora tells Spirit the location of her heart]



Right: The Hall of Kings was not only a new addition to the Royal Palace but also revealed many of Eternia's previous rulers.



SAME/AS

The character model for the Chirpee would later appear in "The Anxious Apprentice."

The sequence of Adora and King Miro hugging is based on the sequence of She-Ra and He-Man hugging from "Reunions."

The animation of Hordak transforming his arm into a cannon and blasting a tree would be reused during his battle with Frosta and Mermista in "Sweet Bee's Home."



DELETED SCENES

In a removed scene, Broom comments to Madame Razz that seeing Adora's transformation "really straightens out the old bristles."

A scene cut for time had Madame Razz ask Broom what happened to a spell that let her talk to animals, with him replying, "The animals buried it."

In the script, when Prince Adam first sees Adora, he asks where the other Rebels are, mentioning Castaspella's name as if she were one of the regular cast members.



TRIVIA

- At the beginning of the episode we receive an unexpected insight into Eternia's historic monarchs—specifically, King Elden the Wise, King Valnar the Bold, and King Freenorn the Strong.

- The tour guide gives a recap of the events from the *He-Man* episode "Search for the Past," which brought King Miro back to the Royal Family.

- The bird that She-Ra speaks to is called a Chirpee in the script and is notable for its two pairs of wings.

- Horde Inspector Darkney was designed by character artists Pat Wong and Ed Haney.

- The Attack Bots would be used most memorably as Mantenna's Capture Bots in the episodes "The Unicorn King" and "Swift's Baby."

- Horde Inspector Darkney would not appear in the series for another seventy-four episodes.

- Loo-Kee appears hiding on Eternia in this episode; this would only happen again in "Assault On The Hive" and *A Christmas Special*.



Left: Inspector Darkney was designed to appear weak in order to counterbalance his high position in the ranks of the Evil Horde.



FRIENDSHIP

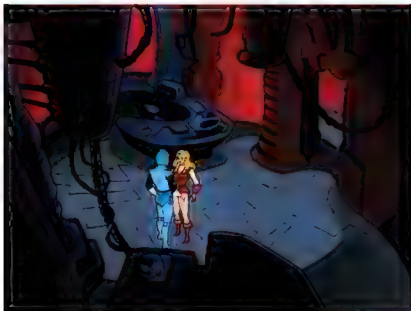
CAST Adora, Arrow, Bow, Broom, Grizzlor, Hordak, Kowl, Lohni, Madame Razz, Shadow Weaver, She-Ra, Spirit, Swift Wind, Turrion



MEMORABLE QUOTES

"Fright Zone's no place for a sensitive fellow like me." [Kowl would rather stay in the Whispering Woods]

"Hmmm. I must have our scientists improve our sleep gas. He actually managed to say something before he went to sleep." [Hordak notes Bow's comment before he loses consciousness]



SYNOPSIS In the Whispering Woods, Adora receives a letter from Lohni, an old friend and her former second in command when she was a member of the Evil Horde. In her letter, Lohni explains that Hordak blames her for Adora joining the Rebellion and has threatened to send her to the Slave Pits on Horde World as punishment. Refusing the help of Bow and Kowl, Adora transforms into She-Ra to get to the Fright Zone quicker.

While Bow and Kowl follow in case Adora needs help, She-Ra comes across a distressed Tyrosaur. Confused as to why it is on the mainland, as Tyrosaurs are native to Beast Island, she heals its injured wing. It licks her to say thank you and flies off. She proceeds to the Fright Zone and changes back into Adora when inside.

Adora finds Lohni but is soon confronted by Hordak, who reveals that the letter was a trick. Adora feels betrayed but soon learns that Hordak forced Lohni to write the letter and is holding her father on Beast Island as ransom. While Hordak arrests Adora, Bow enters and attempts to rescue her but

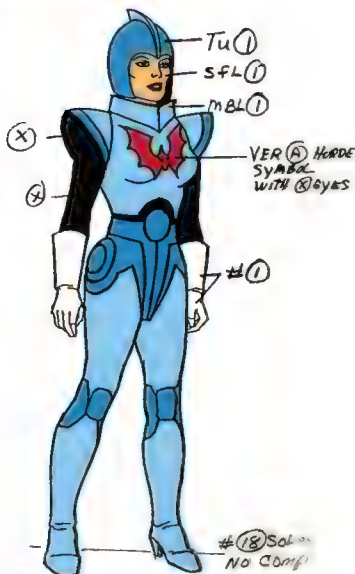
is captured himself. Kowl sneaks in and retrieves the Sword of Protection moments before Hordak gives the orders for the captives to be imprisoned on Beast Island.

In a dark, dank prison cell on Beast Island, Kowl delivers the sword to Adora, who transforms into She-Ra. She frees herself and then Bow before being met by Lohni. Having seen the error of her ways, Lohni wants to help free Adora. She-Ra tells her that Adora is safe but that they can rescue her father together.

She-Ra, Bow, and Lohni find Lohni's father trapped atop the Vulture's Perch. Hordak and Shadow Weaver attack, but She-Ra disables them and their Horde Troopers. Changing her sword into a lasso, She-Ra frees Lohni's father. The Rebels escape the prison, but they are attacked outside by raging beasts. Just when the situation looks bleak, they are saved by the Tyrosaur, who has returned to its home. As they climb aboard the Tyrosaur and prepare to fly to safety, Lohni announces that she has decided to join Adora as a member of the Great Rebellion.

MORAL LOO-KEE. "Hi! It's me again, Loo-Kee! Did you find my hiding place today? If not, want another chance? Okay! Do you see me? Here I am! In today's show, She-Ra helped a Tyrosaur, and became a special friend. Have you ever thought of how many special friends you have to help you? Like teachers and doctors, policemen, and, of course, parents. We're lucky to have special friends like that!"

REVIEW This episode has one of the best premises the series has to offer. The promise of a whole episode linked to Adora's past has us chomping at the bit. Sadly, after a strong start, things go downhill once Adora is captured. While the threat to Lohni's father gives Lohni a plausible lesser-of-two-evils dilemma, we don't get to know enough about either of them, nor is Lohni's history with Adora fleshed out enough for us to sympathize with her story. Also problematic is the all-too-coincidental need for the Tyrosaur to round out the episode, which barely gives Lohni the chance to say thank you, let alone help the Rebels escape the Horde. This episode has a lot of promise but ends up being more of a casual acquaintance than a true friend. 6/10



SHE-RA, PRINCESS OF POWER
FRIENDSHIP
PP #67014
ACT ONE

SAME/AS

The octopus that attacks She-Ra in the Fright Zone was first used in the *He-Man* episodes "The Remedy" and "Trouble in Trolla."

The large snake that wraps itself around a Horde Trooper is based on the creature that attacks Orko in the *He-Man* episode "Betrayal of Stratos."

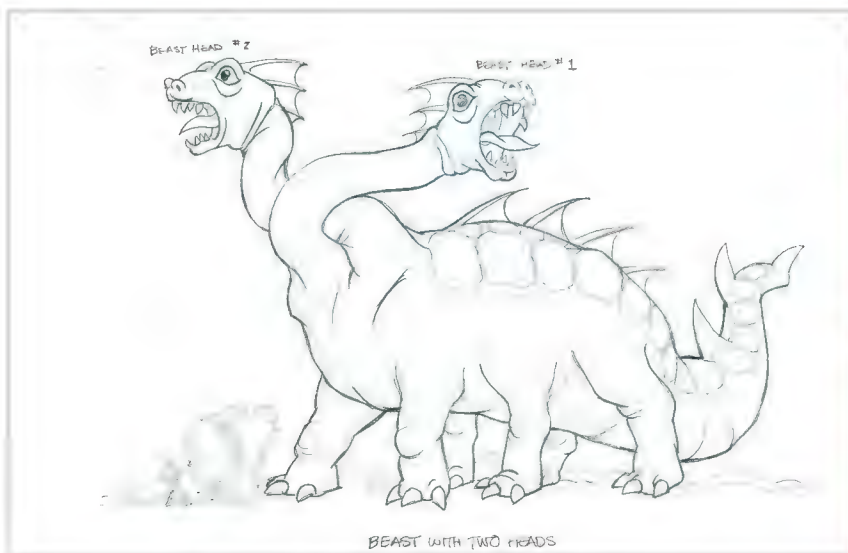
The sequence that shows Adora with the Sword of Protection already unsheathed as she begins her transformation into She-Ra was previously used in the episodes "She-Ra Unchained" and "Battle For Bright Moon."



DELETED SCENES

In the original script Bow and Kowl bump into Swift Wind on their way into the Fright Zone, which explains their respective sudden appearances.

Though never mentioned in the actual episode, Lohni's father's name is Turron.



TRIVIA

• The title card of this episode features an accompanying musical score exclusive to this episode.

• Both Lohni and Turron were designed by character artists Gerald Forton and Fred Carrillo.

• As Bow sneaks into the Fright Zone, we see him run past the battle wagon that was sent to the Valley of the Lost in "She-Ra Unchained."

• Hordak transforms his arm into a device that looks a great deal like his Hurricane Hordak action figure.

• When Shadow Weaver casts her spell toward She-Ra, the background behind her is mistakenly an interior of Castle Mystacor.

• The animation of She-Ra catching Shadow Weaver's spell on her sword and launching it back toward her was expressively staged by layout artist Lenord Robinson. He would also stage Huntara's acrobatic flip toward the screen in "Huntara."

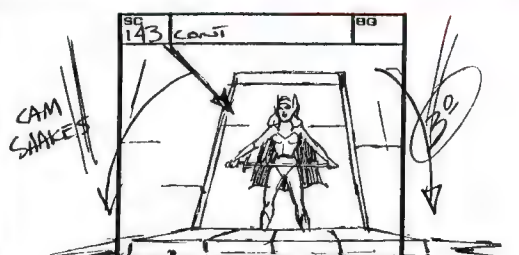
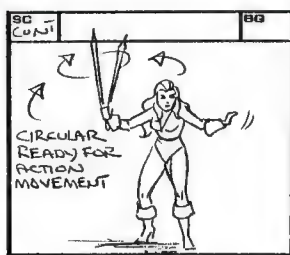
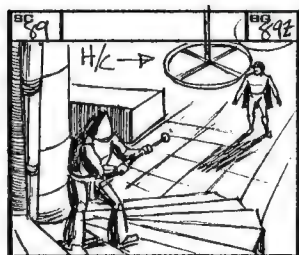
• Following Adora, Lohni continues a trend of Hordesmen joining the Rebellion; the group would also consist of General Sunder ("Unexpected Ally"), Corporal Romeo ("Romeo And Glimmer"), and Adora's former nanny Shakra ("The Caregiver").

• The character models for this episode were finalized on March 4, 1985.



BONUS HORDAK ATTACK: Hordak transforms his right arm into a cannon that shoots out sleep gas, knocking Bow unconscious. Later, as She-Ra attempts to free Lohni's father, Hordak transforms his left arm into a spinning device with four blades, reminiscent of his Hurricane Hordak action figure.

BONUS SWORD TO EVERYTHING: She-Ra transforms the Sword of Protection into a lasso and swings it to save the imprisoned Turron. It should be noted that this transformation looks a lot like the sword-to-rope transformation.



HE AIN'T HEAVY

CAST Adora, Arrow, Bow, Catillus, Glimmer, Grizzlor, He-Man, Hordak, Kowl, Prince Adam, Shadow Weaver, She-Ra, Spirit, Swift Wind, Teela



MEMORABLE QUOTES

"Looks like I crashed the wrong party!" [Prince Adam finds himself in the Fright Zone surrounded by Horde Troopers]

"This should be fun. The Horde always puts bombs in their Spy Bats." [Bow has a strange idea of fun]

"The Mirror has bridged to the Doom Dimension!" [Catillus points out the worst]

SYNOPSIS Shadow Weaver steals the magical Moon Mirror from its protector, the wizard Catillus. She plans to use it to reach across universes and kidnap Prince Adam so she can use him as bait to capture Adora—a feat that can only be achieved once a year, when the two Etherian moons are aligned.

On Eternia, while observing the alignment of the two Eternian moons, Prince Adam is sucked into a dimensional gateway beneath his feet and finds himself in the Fright Zone. He is separated from the Sword of Power and imprisoned by Hordak.

At the Whispering Woods, a Horde Spy Bat delivers a message that Prince Adam will remain a prisoner until Adora hands herself over. With no choice, Adora prepares to set off to the Fright Zone. Bow offers to accompany her, but she denies his request. Out of sight, Adora changes into She-Ra to make the journey.

Catillus arrives at the Whispering Woods and asks the Rebels to help him retrieve the mirror. Bow jumps at the chance, defying Adora's instructions, and takes off to the Fright Zone with Catillus.

At the Fright Zone, She-Ra negotiates the corridors, dodging guards at every turn. She finds Prince Adam locked in a dungeon and frees him. Shortly after transforming into He-Man, he and She-Ra cross paths with Bow and Catillus, who warns them about the impending threat of the Moon Mirror.

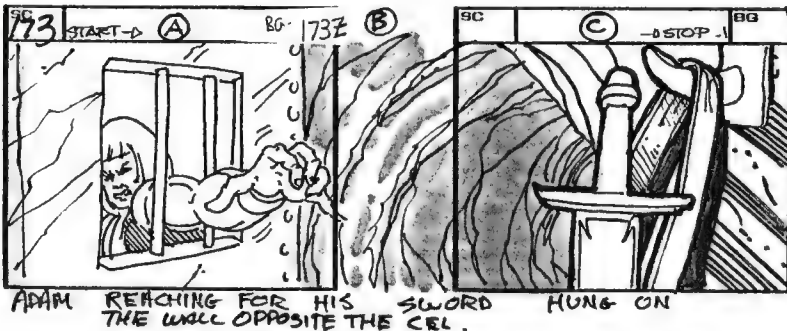
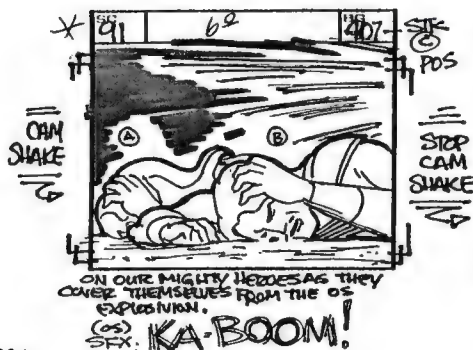
Enraged by Prince Adam's rescue, Hordak orders Shadow Weaver to use the Moon Mirror to kidnap King Randor. She agrees hesitantly, given that the moons are no longer aligned. The spell is cast but goes awry, causing the mirror to connect to the Doom Dimension. The contents of the Fright Zone begin to get sucked into the mirror, with Catillus warning that all of Etheria will soon be drawn in.

As tremendous winds continue to draw matter into the mirror, She-Ra spots a large monument in the shape of Hordak's head and believes it could be used to stop the mirror from causing any more havoc. She and He-Man pick the statue up and hurl it toward the Moon Mirror, plugging it. The mirror explodes and Etheria is saved, allowing Prince Adam to return to Eternia safely.



MORAL LOO-KEE. "Hi! It's me again, Loo-Kee! Did you find my hiding place today? If not, here's another chance. See me now? Here I am! Today I would like to talk to you about safety. There are things around the house that can be pretty dangerous. Things like knives and tools and matches. They aren't toys, so don't play with them! Play safely! Bye now!"

REVIEW The pop-culture-inspired title to this episode has no meaning until the very end, and even then it's a tenuous link. That said, this episode is fun and filled with action and drama. Shadow Weaver's stealing of the Moon Mirror is dark and sinister, and the urgency for Catillus to retrieve it is confirmed by the epic conclusion. Hordak is in his best conniving form, particularly when he demands that Shadow Weaver bring him King Randor as a prize when Prince Adam escapes. It seems somewhat poetic, then, for the Twins of Power to use a giant statue of his head to cork the exploding mirror and thwart his plan. This episode relies on a race-against-time plot to save not only Prince Adam but Etheria itself, and it succeeds as a thoroughly enjoyable story. 7/10



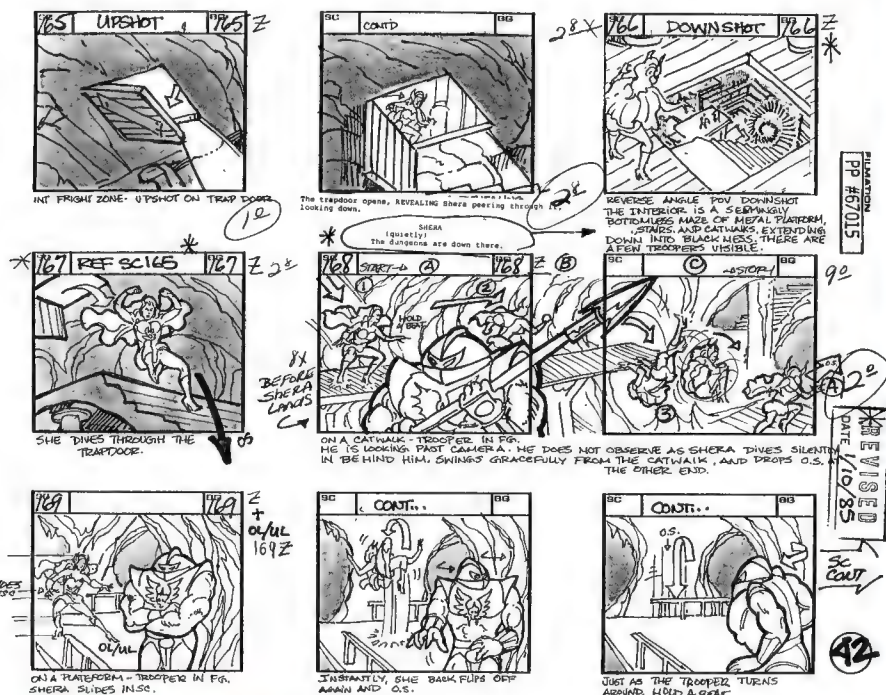
SAME/AS

When Prince Adam is being pulled to the Fright Zone, we see the background of the Crossroads of All Universes from the *He-Man* episode "Quest for He-man."

The animation of Prince Adam unsheathing the Sword of Power while surrounded by Horde

Troopers is based on the stock sequence of He-Man unsheathing the sword.

The sequence of She-Ra and He-Man lifting the large bust of Hordak and throwing it would be reused in "Day Of The Flowers."



DELETED SCENES

In the script, the image that Hordak projects by his throne shows Adora in a Horde uniform.

In a piece of removed dialogue, before Adam likens the Eternian moons to fried eggs, Teela compares them to "two shining pearls" and "two gleaming orbs of the purest silver."

In the script, When Shadow Weaver protests that she cannot align the mirrors, Hordak calls Mantenna in to stand at "his place." He is then dropped down the trapdoor, intimidating Shadow Weaver into working harder.

Having defeated the Horde's latest plot, in the original script, Madame Razz would return with the food rations mentioned at the start of the episode. The Rebels, along with Prince Adam, would celebrate their victory over the Horde.

In a removed scene, Prince Adam is telepathically summoned back to Eternia by the Sorceress to stop Skeletor from attacking Castle Grayskull.

TRIVIA

• The title of this episode is inspired by the Hollies' 1970 hit "He Ain't Heavy, He's My Brother."

• This is the first episode of *She-Ra* directed by Tom Tataranowicz, who had the ability to breathe new life into standard stock animation, most notably through character expressions.

• The script dictates that Catillus should "not look imposing."

• Harry Sabin, who designed Catillus, went on to become a storyboard revisionist on *American Dad!*

• Catillus is voiced by John Erwin in one of his few guest roles in the *She-Ra* series.

• The look of the twin Eternian moons differs greatly from their appearances in the *He-Man* series.

• This episode reveals that Hordak has a trapdoor hidden in the steps leading up to his throne.

• The harness that Prince Adam retrieves the Sword of Power from looks a great deal like He-Man's.

• Bow made seventy-two appearances in the series.



BONUS SWORD TO EVERYTHING: She-Ra transforms the Sword of Protection into a

rope, enabling her and He-Man to escape the dramatic pull of the Doom Dimension.

BONUS HORDAK ATTACK: Hordak

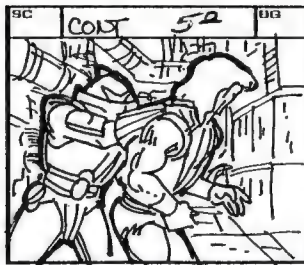
changes his right arm into a magnet, drawing Prince Adam's Sword of Power to him. To stop himself from being sucked into the Doom Dimension, Hordak transforms his hands into suction cups. Moments later, he transforms his entire lower body into a drill and escapes through the floor.

Left: Catillus, with his long, prominent nose, was one of the more comical guest characters in the series.

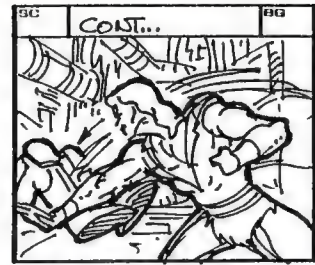




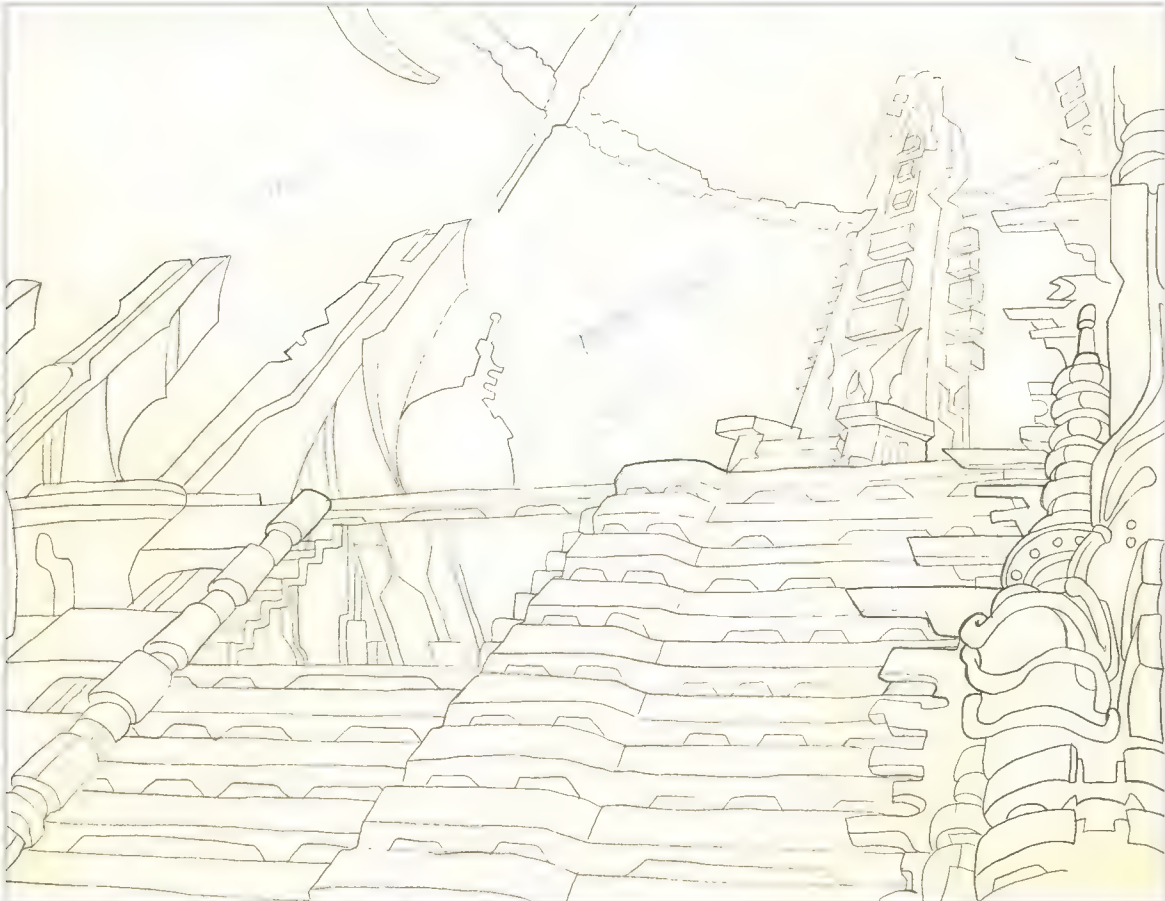
AS ADAM LOOKS ON



... AND GRABS HIS SHOULDER
ADAM REACTS FAST...



... SPINNING & KNOCKING THE GUARD
DOWNS. WITH A SHOVE.





CATULLUS
I'm looking for the rebels.
Are you rebels?



BON
Maybe. WHO WANTS TO KNOW?



CATULLUS
Me! CATULLUS THE WIZARD!

In his storyboards Michael Swanigan represented Catullus with the wizard Mordroc from the *Dragon's Lair* video game series by Don Bluth!



ON GROUP

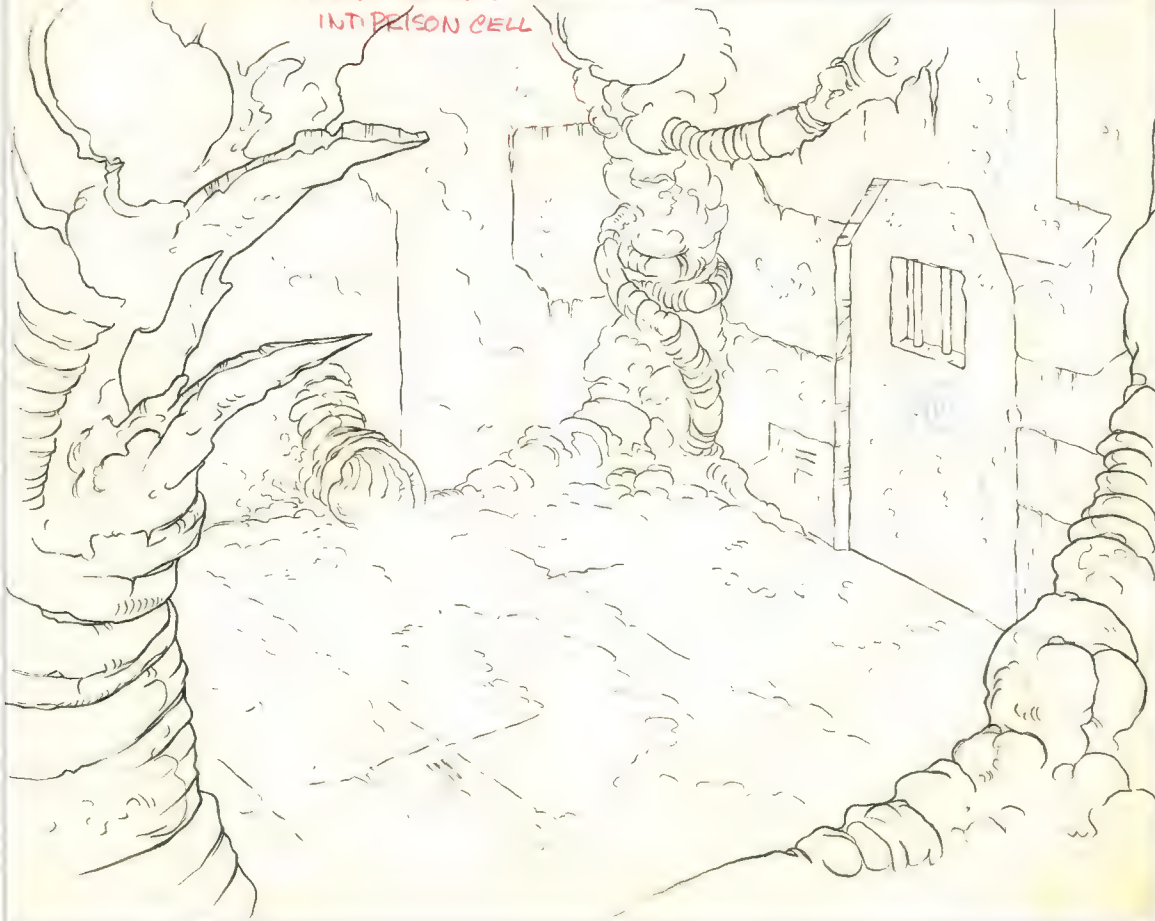
HORDAK: (VO) (CONT)

Accordingly, you will
surrender yourself to the Horde
before nightfall --

LO NOTE
SEE
SC
103



CHECK FOR
DOOR COLOR
INT PRISON CELL



RETURN OF THE SEA HAWK

CAST

Adora, Broom, Catra, Grizzlor, Madame Razz, Mayor Guppi, Ranger, Sea Hawk, She-Ra, Sprag, Spritina, Sprocker, Swen, Swift Wind

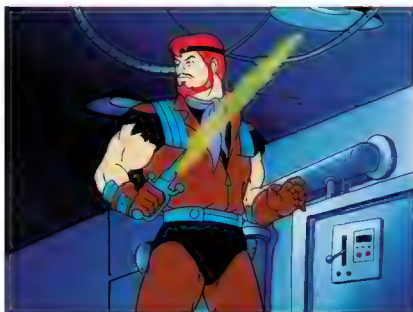


MEMORABLE QUOTES

"Laugh while you can, cat lady. Because once I get out of this, I'm going to trim your whiskers." [She-Ra tires of Catra's comments]

"She-Ra's fun to fight beside, but I'd much rather spend time with you." [Sea Hawk reveals his affection for Adora]

"Why don't you just find yourself a nice, friendly mop?" [Madame Razz gives Broom relationship advice]



SYNOPSIS

At the coastal town of Seaworthy, Catra docks a Horde prison ship and arrests Mayor Guppi and the elves. One elf escapes, but Catra lets him go, explaining to Grizzlor that the elves are bait to catch Adora and Sea Hawk.

At the Whispering Woods, Madame Razz counsels Adora over her feelings for Sea Hawk. Adora worries that he likes She-Ra more than he likes her, so Madame Razz suggests that Adora tell him how Adora feels, and to forget about She-Ra. The runaway elf arrives at the Rebel camp and tells them of the capture of his people. While Madame Razz searches for Sea Hawk to help, Adora changes into She-Ra and heads out to sea on Swift Wind.

Approaching a Horde vessel, She-Ra and Swift Wind dodge a barrage of missiles fired at them by Catra. When they land on the ship, Grizzlor throws a switch, sending electrical currents through them and allowing the Horde to imprison them.

Madame Razz locates Sea Hawk sailing high in the sky on the *Solar Sailor* and

informs him of the situation. Sea Hawk agrees to help, but as he and his crew approach the Horde ship, cannons and guns appear, forcing the pirates to pull back. After Catra snares the ship with grappling hooks, Sea Hawk leaves his galleon and boards the Horde vessel. He finds She-Ra and frees her and Swift Wind, who disable Catra.

While Sea Hawk gets the elves to safety on his ship, She-Ra dives through the deck of the Horde ship to sink it and ensure that it will never be used to transport slaves again.

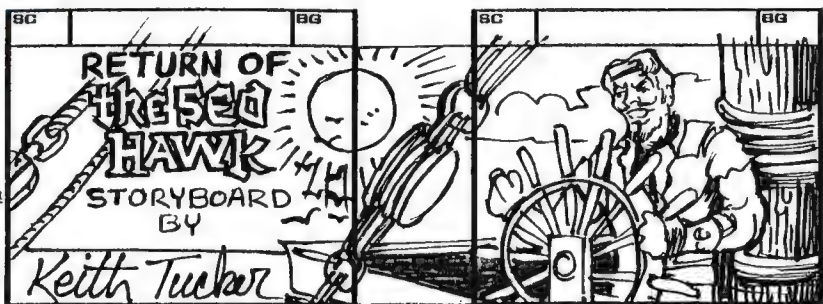
Back at Seaworthy, the elves cheer Sea Hawk for his victory. Sea Hawk is surprised when Adora emerges from the shadows, making her think he is disappointed to see her and would have preferred the company of She-Ra. He corrects Adora, stating that he would rather spend time with her, and promptly suggests that they take a romantic stroll together. Swen offers the same to Madame Razz, who agrees, coquettishly taking the arm of Sea Hawk's first mate.

MORAL

LOO-KEE. "Hi! It's Loo-Kee again! Did you find my hiding place today? If not, take a closer look. Find me yet? Here I am! In today's story, Adora and Sea Hawk liked each other, but they were afraid to admit it. Once they did, they became good friends. Everyone wants to be liked. If you like someone, tell them! And who knows—they may even say 'I like you' right back!"

REVIEW

This episode is a more lighthearted affair than its prequel but sensibly brings back Catra as its main villain. She has a score to settle and seems particularly vicious here; the intentional electrical shocking of She-Ra and Swift Wind is one of the series' most extreme moments. But it is the focus on romance that makes this episode such a pleasure to watch. Adora's worry over Sea Hawk preferring She-Ra to her throws a spotlight onto her vulnerabilities and insecurities. We feel her rejection as much as we feel the butterflies in her stomach when Sea Hawk affirms his feelings for her. It is these moments that remind us that our heroine is, in fact, human underneath her independent-superhero guise. **7/10**



SAME/AS

When Adora recounts her first meeting with Sea Hawk, footage from "The Sea Hawk" is reused.

Many of Sea Hawk's movements in this episode are based on numerous stock animations of He-Man, including sequences in which we see Sea Hawk posed with his Laser Rapier.

The sequence of Grizzlor grabbing Sea Hawk from behind was previously used in "The Sea Hawk."



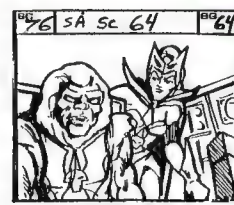
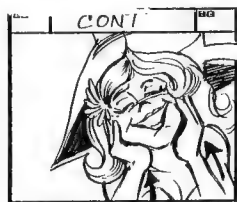
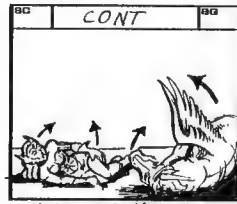
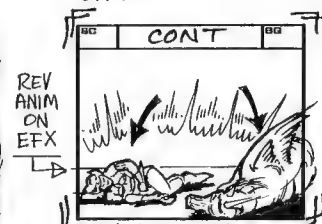
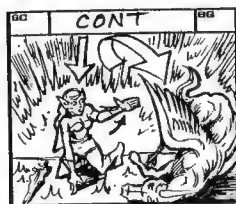
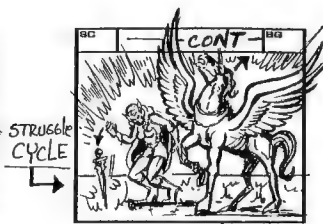
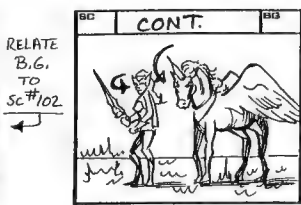
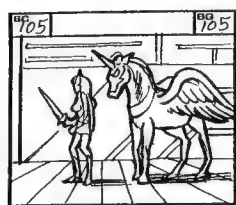
DELETED SCENES

In the original script Sprag asks Adora to avoid the mushy details of her Sea Hawk story and focus on the action. He then acts out a pirate battle scene, using a leaf as a sword.

A brief removed scene had the Twiggets volunteer to help Adora on the mission to save the elves of Seaworthy.

TRIVIA

- The elves of Seaworthy were designed by character artist Dale Hendrickson.
- In one shot Catra can be seen sipping from a saucer of milk before She-Ra arrives.
- As Catra issues the command to attack, she flicks out her wrist and, for the only time in the series, extends her nails into claws.
- The Trapper missiles are similar to those used in the James Bond movie *You Only Live Twice*.
- The script states that after they have been stunned, She-Ra and Swift Wind should twitch so the audience know that they're still alive. However, director Tom Tataranowicz doesn't adhere to this request.
- Grizzlor made twenty-six appearances in the series.
- This is one of the few times we see Catra transform from her cat form back into her human form. As with other sequences, the animation of her transformation is simply reversed.
- Although this episode seems to suggest the beginning of a romance between Madame Razz and Swen, the idea is never revisited.
- When Lou Scheimer proposed a new take on He-Man and She-Ra in the mid-1990s, he had Adora and Sea Hawk married.



CATRA
Arm Trapper missiles!
GRIZZLOR
Missiles ahead!



CATRA
Launch Trapper missiles!

Keith Tucker's incredible storyboards for this episode are, at times, like a comic book.



A LOSS FOR WORDS

CAST Adora, Barris, Bow, Hordak, Imp, Mantenna, Scorpia, Shadow Weaver, She-Ra, Sprag, Sprint, Therin, Vesser



MEMORABLE QUOTES

"You know, for a smart sorceress, you sure let those Rebels make a fool of you." [Imp enjoys teasing Shadow Weaver]

"Bah! I should never rely on sorcery. That's what I hated about Skeletor!" [Hordak references his own preference for science]

"It was the Horde who gave you those powers. And they can be taken back quite easily." [Hordak hints at Shadow Weaver's origin]

"And now for something really funny." [Mantenna gets his revenge by dropping Hordak down the trapdoor]

SYNOPSIS At the Dew Drop Inn in the village of Gailbreth, Imp spies on some villagers discussing whether or not to join the Great Rebellion. He transmits the information to the Fright Zone, where Shadow Weaver offers Hordak a solution: a magical spell that will encase victims' voices in tiny bubbles, rendering them speechless. She says it could even be used to trap the greatest voice of the Rebellion—Adora.

Adora, Bow, Sprag, and Sprint are on their way to Gailbreth, as Adora has been asked to persuade the villagers to become new recruits. They are confronted by Scorpia, who fails to intercept their party, and so Shadow Weaver opts to finish the job herself.

At the Dew Drop Inn, Shadow Weaver traps the villagers' voices in bubble prisons. Just as Adora is about to transform into She-Ra, the witch's magical spell envelops her, and her voice drifts away in a tiny bubble. While Imp transforms into a small box to store the voices, Bow distracts Shadow

Weaver with a smoke arrow, and Sprag and Sprint get the villagers to safety. The Horde witch teleports back to the Fright Zone, making off with Imp and the voice bubbles.

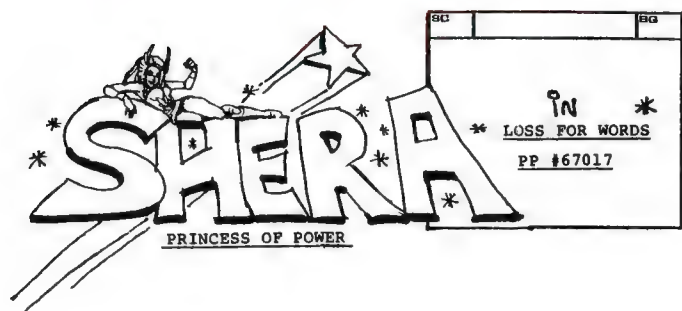
Adora uses hand gestures to explain to Bow that she has lost her voice, and the pair travel to the Fright Zone in order to retrieve the voice bubbles.

Adora and Bow successfully sneak into the Fright Zone and identify the voices being held by Imp. While Bow distracts Hordak and Shadow Weaver, Adora forces Imp to change back into his usual form, thus releasing the voice bubbles. Adora collects the bubbles of the villagers and finds her own. She pops the bubble, allowing her to transform into She-Ra, confront Hordak, and flee the Fright Zone.

Back at Gailbreth, the villagers, once more able to talk, unanimously agree to join the Rebellion and use their collective voices to speak out against the Horde.

MORAL LOO-KEE. "Hi, here's your friend, Loo-Kee. Did you find where I was hiding? Take another look! Here I am! You know, She-Ra and her friends fight for freedom, because it's very important. One of the freedoms they fight for is called 'freedom of speech.' It means that you have the right to talk about anything you wish. Ask your parents or teacher to tell you more about freedom of speech. It's important. Bye now! See you next time!"

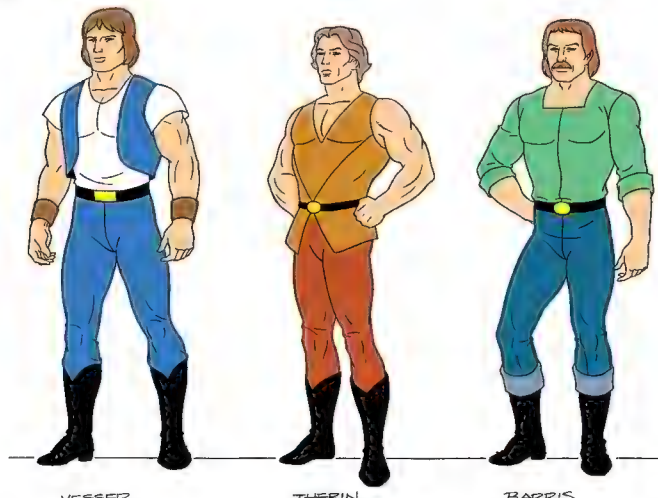
REVIEW This memorable episode raises an interesting observation for the series, questioning how the Rebellion can grow without free speech. This humble question gives rise to one of the most underappreciated episodes of the series. The voice bubbles are a fun magical solution to a plausible issue facing the Horde, but it is Adora's resulting dilemma that makes the episode so brilliant. With no Madame Razz and no Kowl in the episode, none of the characters know the importance of Adora retrieving her voice. The reality of Etheria's political struggle, the tug of war between the two sides, and Adora's secret identity are all pulled together neatly and complemented by fun action sequences throughout. 9/10



SAME/AS

Some of the sequences of She-Ra using the Sword of Protection to open the ground would later appear during the stock-filled opening to "The Bibbet Story," the penultimate episode of the series.

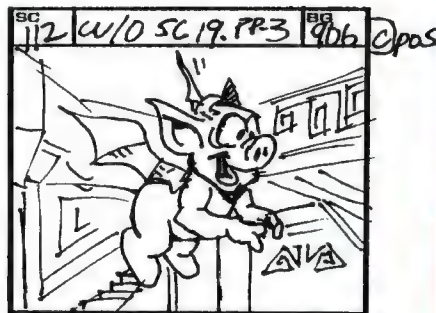
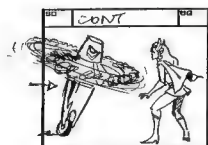
The animation of Mantenna falling down the trapdoor would be reused in the episodes "For Want of a Horse," "Flowers for Hordak," "A Lesson In Love," and "The Bibbet Story."



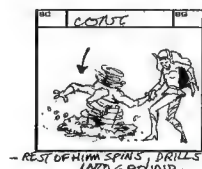
VESSER

THERIN

BARRIS



IMP
One bubble box coming up!



DELETED SCENES

In the original script, one of the men, Vesser, is described as another Rebel leader, yet no mention of this occurs during the episode.

In an altered scene, rather than splitting the land with the Sword of Protection, She-Ra transforms her

sword into a shovel and digs a trench to trap the Horde Troopers, covering it with leaves and twigs.

In a removed scene, before the battle in the Fright Zone, Bow hides in the shadows, forcing Hordak to transform his arm into a searchlight to look for him.



TRIVIA

• Barris, Therin, and Vesser were designed by character artists Alice Hamm and Bruce Timm.

• The Twigget Sprint appears for the first time in this episode; he would return again in the season 2 episodes "One To Count On" and "Portrait of Doom."

• As Adora prepares to confront Scorpius, the sky behind her mistakenly goes from day to night as she transforms into She-Ra.

• Hordak reveals that Shadow Weaver was a "second-rate sorceress" from Mystacor when he found her. Her character history would be revealed in the episodes "The Eldritch Mist" and "The Price of Power."

• Shadow Weaver made fifty-two appearances in the series.

• Rick Quiroz designed all of Hordak's transformations in this episode.

• Tom Sito leaves his directorial mark on this episode with the wonderfully expressive sequence which features Mantenna dropping Hordak down the trapdoor.

• In the script Mantenna's expression as he prepares to drop Hordak down the trapdoor is described as a "sly Benny Hill grin."

• The character models for this episode were finalized on February 13, 1985.



BONUS HORDAK ATTACK: Hordak displays the ability to elongate his right arm when he collects the box of voices from Shadow Weaver. During his battle with She-Ra, Hordak first transforms into a four-armed spinning top with a wheel; he then transforms into a hydraulic device in order to free himself from the ground; he immediately transforms into a tank with large claws; and finally into a jet rocket, which differs from his usual rocket mode.

BONUS IMP-ISH BEHAVIOR: Imp is disguised as a painting of a comical nobleman at the beginning of the episode as he spies on the villagers of Gailbreth. He later transforms into an ornate blue box to contain the voice bubbles of the Rebels.

Left: Sprint's model sheet emphasized his self-assured personality.



HORDE PRIME TAKES A HOLIDAY

CAST

Adora, Bow, Broom, Glimmer, He-Man, Hordak, Horde Prime, Kowl, Madame Razz, Mantenna, Multi-Bot, Prince Adam, She-Ra, Skeletor, Sorceress, Spirit, Sprag, Spritina, Swift Wind



MEMORABLE QUOTES

"I've been looking forward to this vacation for five hundred years."

[Hordak Prime is well lived]

"That blasted Horde bully boy . . . that conniving claim-jumper. Eternia is mine to conquer! Mine!" [Skeletor is furious that Hordak plans to attack Eternia]

"You treacherous turncoat, two-faced traitor!" [Hordak is less than pleased to see Skeletor]

"They say I'm the most powerful man in the universe. And I guess now I better prove it!" [He-Man acknowledges his "most powerful man in the universe" moniker]

BONUS

HORDAK ATTACK: Hordak transforms his eyes into a pair of binoculars when attempting to determine the Freeze Ray's resistance. During his battle with Skeletor, Hordak transforms his left fist into a large shield, complete with a Horde symbol.



SYNOPSIS

Hordak arrives on the deck of the *Velvet Glove*, Horde Prime's enormous mother ship. Horde Prime reveals that he is due to take a vacation and wants Hordak to mind his precious ship. As the intergalactic ruler of the Evil Horde takes off, Hordak announces to Mantenna that he will use the *Velvet Glove* to thwart the Rebellion and then conquer Eternia.

At Castle Grayskull, the Sorceress and Prince Adam pick up word of Hordak's intentions, while at Snake Mountain, Skeletor too has intercepted Hordak's plan. He plots to take control of the *Velvet Glove* for himself and ultimately use it to conquer Eternia—and the universe.

At the Whispering Woods, the *Velvet Glove* casts a terrible shadow over the forest. Adora transforms into She-Ra so she and Swift Wind can investigate.

Aboard the *Velvet Glove*, the Horde fire a freeze cannon at the Whispering Woods. She-Ra attempts to deflect the blast, but Hordak increases the power. He-Man arrives and steps in to support his sister, but the

Freeze Ray suddenly and mysteriously shuts off. Hordak is furious to find that Skeletor is the one responsible.

While Hordak and Skeletor engage in a duel, the Twins of Power mount an assault on the villains as He-Man uses a grappling hook to connect them to the *Velvet Glove*. Hordak is momentarily distracted, allowing Skeletor to hit him with a stun beam, rendering him unconscious. She-Ra climbs up the attached rope while He-Man holds it steady, but Skeletor starts the ship and drags She-Ra and He-Man with it.

While He-Man uses his great strength to hold the *Velvet Glove* back, She-Ra spots an asteroid in the distance. She cuts the rope, forcing the *Velvet Glove* to crash headfirst into the asteroid.

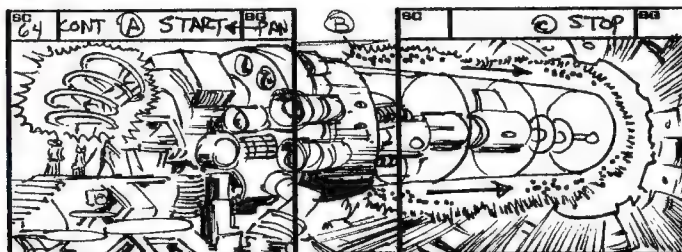
As Skeletor retreats, She-Ra saves Hordak and plummets back to Earth, securing their landing with a parachute. Hordak comes to and retreats back to the Fright Zone, where he is later confronted by Horde Prime and has to explain to his leader how he managed to destroy the most powerful warship in the galaxy.

MORAL

HE-MAN. "She-Ra and I want to talk to you about something that's very personal—your body."
SHE-RA. "Remember, it's your body, and no one should touch you in a way that you feel is wrong."
ORKO. "I'll get anybody who tries it!"
SHE-RA. "It's not that easy, Orko. It's hard for a young person to admit that he or she has been touched in a bad way."
HE-MAN. "If you've been touched that way, don't be ashamed. Tell someone you trust—like your parents, your doctor, your teacher or counselor, or your minister or rabbi."
SHE-RA. "Right, Orko?"
ORKO. "Right on!"

REVIEW

This episode feels bigger than any other seen up until this point in the series. We know we're in for a treat whenever Skeletor and Hordak face off, and the battle between the two villains is predictably awesome. The stakes are high for She-Ra and He-Man, but they are just as paramount to Hordak, as he seeks to avoid the wrath of the terrifying Horde Prime. The gravity of the threat facing Etheria and Eternia is at fever pitch throughout, from the freezing of the Whispering Woods and He-Man using all his strength to hold back the ship, to She-Ra and Hordak fleeing the exploding *Velvet Glove*. One of the best all-round episodes from either the *He-Man* or the *She-Ra* series, this is the episode to show someone who is not a fan if you ever get the chance. **8/10**



PAN OVER AS ENERGY ERUPTS FROM BARREL OF RAY CANNON—THE HOUSING CHAMBER IS FILLED WITH POWER GLOW EFX..

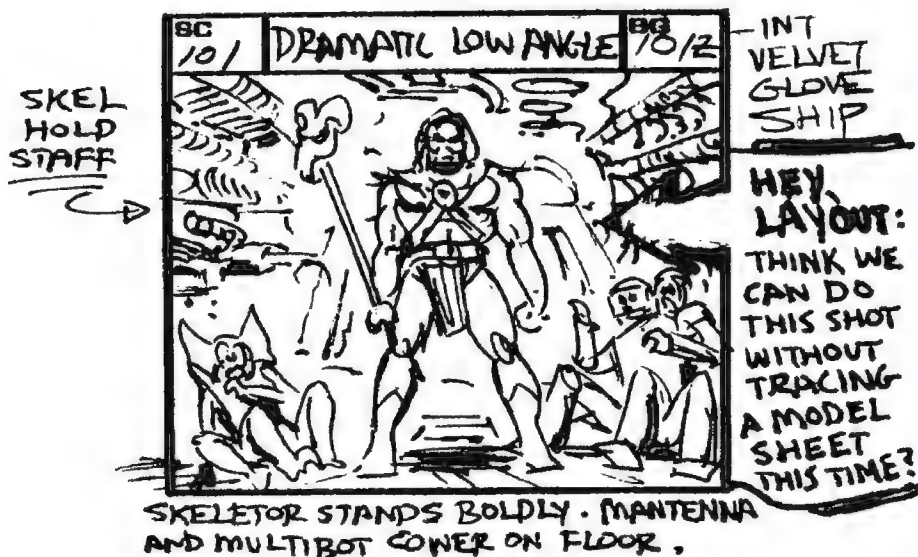
MATT BOTTOM LIGHT GLOW AROUND MURRAY EFX 2ND PASS

SAME/AS

Much of the footage of Hordak and Horde Prime in conversation aboard the *Velvet Glove* would be reused in "Bow's Magical Gift," albeit with new dialogue.

The animation of a shocked He-Man swinging on a rope toward the mountain is taken from the *He-Man* episode "Quest for the Sword."

The close-up of He-Man straining to hold the *Velvet Glove* was originally used in the *He-Man* episode "One for All."

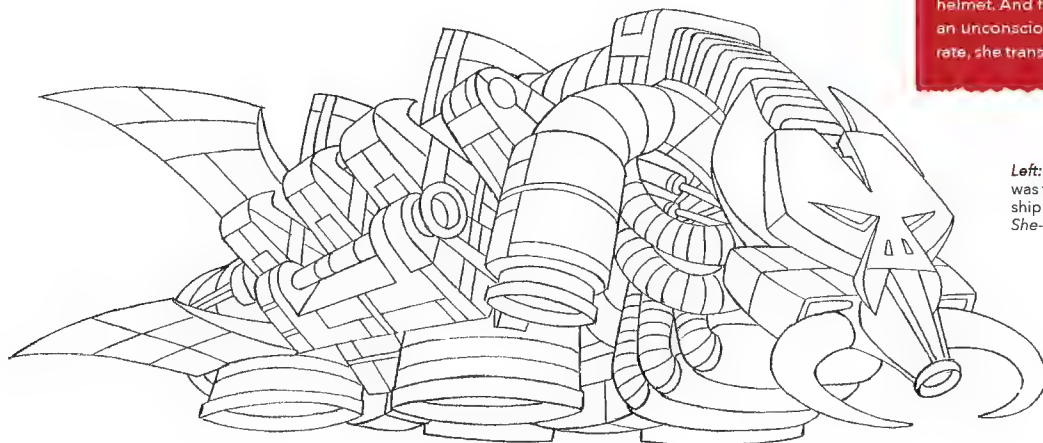
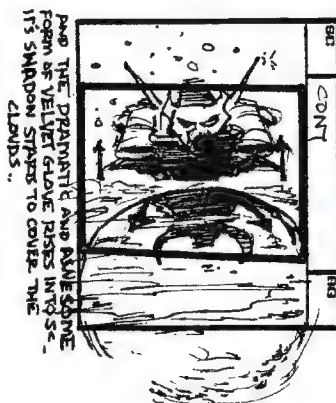


DELETED SCENES

A brief removed scene revealed the size of the *Velvet Glove*, which dwarfs the planet of Etheria.

Although we do not see her make the change in the episode, in the original script it states that the telescope She-Ra uses to gaze into space is a Sword of Protection transformation.

A scene heavily cut for time had He-Man dragged through numerous objects on the ground as he attempted to stop the *Velvet Glove*.



TRIVIA

- Rick Quiroz designed the *Velvet Glove*.
- Horde Prime's giant metallic hand look was designed by character artist Dale Hendrickson.
- Lou Scheimer is the voice of Horde Prime.
- This episode marks the first appearance of the Masters of the Universe action figure Multi-Bot.
- Due to the way episode production numbers were assigned, Multi-Bot appears seventeen episodes before his inventor Modulok even sets foot on Etheria in "Gateway to Trouble."
- Multi-Bot would not appear in the series for another forty episodes.
- This is the only time She-Ra would use a helmet in space, despite several trips into the cosmos throughout the series.
- A visual in the original script, though ignored in the actual episode, had Horde Prime return from his holiday with a dark tan, Bermuda shorts, and a wild Hawaiian-print shirt.
- The *Velvet Glove* would be seen again in the episode "Bow's Magical Gift."
- The original moral for this episode featured Loo-Kee explaining that you should ask for permission before taking something, like a bike or a toy, that does not belong to you.
- The moral and exact same dialogue for this episode would be reused for the *BraveStarr* episode "Call To Arms."

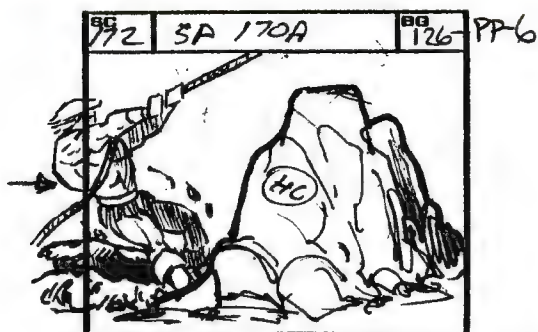
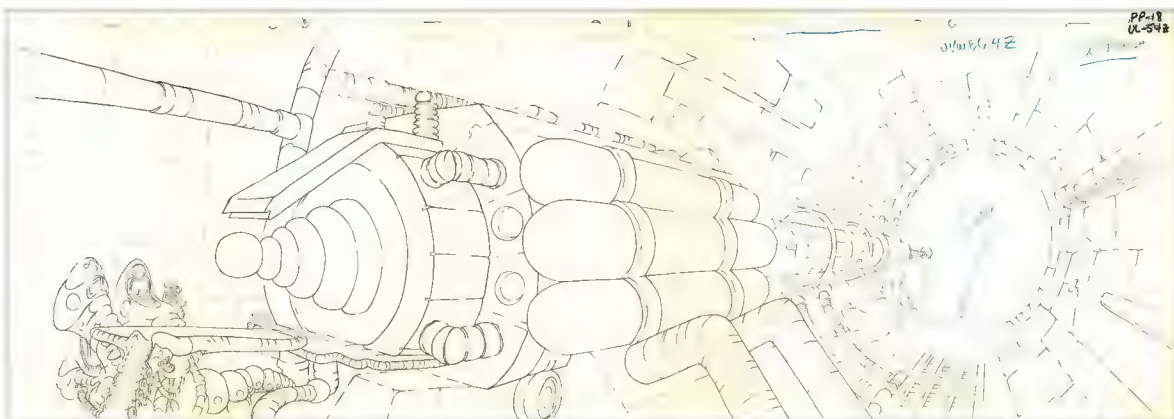


BONUS SWORD TO EVERYTHING:

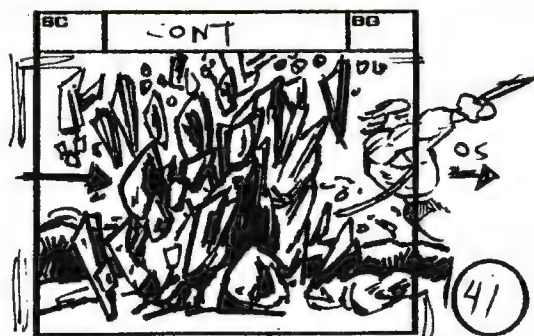
Firstly, She-Ra transforms the Sword of Protection into a shield in order to stop the *Velvet Glove*'s Freeze Ray. Secondly, although unseen, she transforms the sword into a telescope, enabling her to see the battle between Hordak and Skeletor. Thirdly, in order to breathe in outer space, She-Ra transforms the sword into a helmet. And finally, descending to Etheria with an unconscious Hordak in her arms at a great rate, she transforms the sword into a parachute.

Left: The *Velvet Glove* was the most impressive ship to be seen in either *She-Ra* or *He-Man*!





Like a muscular bronzed plow, He Man is dragged across the ground, digging in his heels and ripping up a huge trench. He smashes through an embedded boulder.



SEX: CRASH!



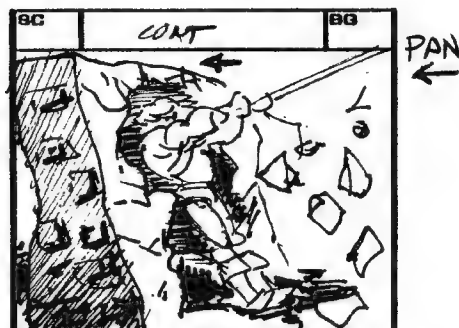
HEMAN IS DRAGGED THRU TREES ..



ANOTHER BOULDER SLIDES IN-HE CRASHES THRU IT.

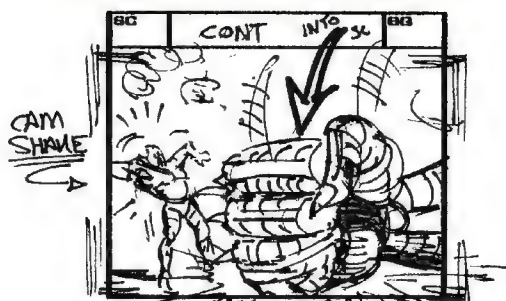


AND THRU A TREE -



AND A NATURAL BRKK WALL .

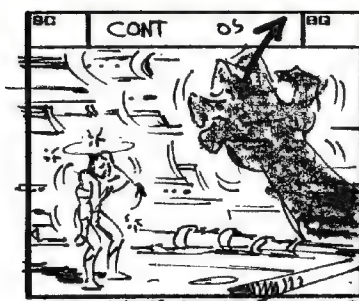
In a removed scene, He-Man is dragged through a variety of objects as he attempts to stop the Velvet Glove.



HORDE PRIME'S FIST SLAMS DOWN, HORDAK ROCKS.

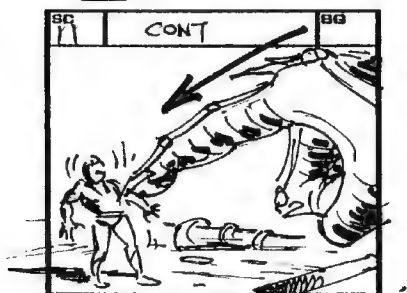
HORDE PRIME: You'd better not even touch it!

SEE WHAM DP



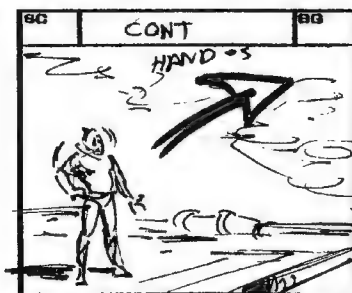
HORDAK DAZED, RECOVERS WITHS AS FIST RAISES OS -

HORDE PRIME: If I find so much as a scratch on it --

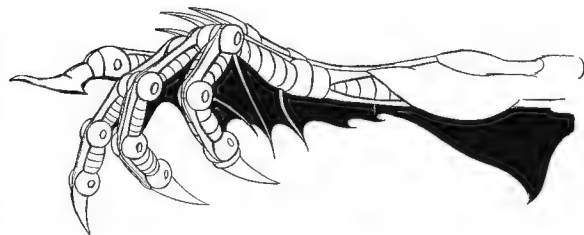


PRIME'S HANDS IN - POINTS IN HORDAK'S CHEST.

HP: you'll be sorry. Very, very sorry.



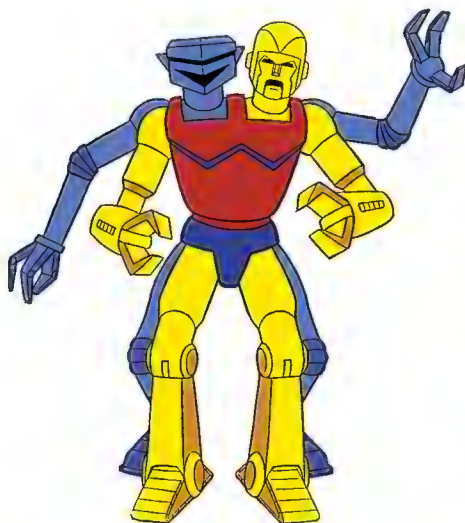
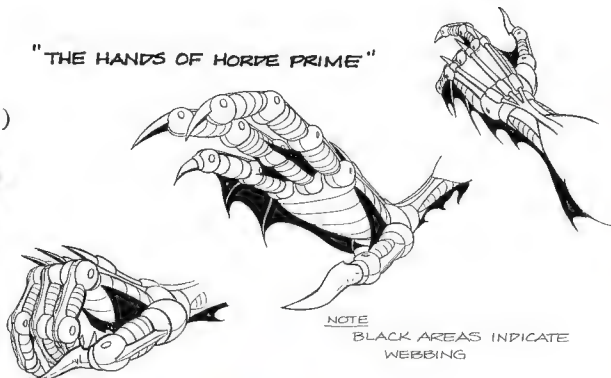
HORDAK RECOVERS - FIST GOES BACK OS -



"THE HANDS OF HORDE PRIME"

NOTE: BLACK AREAS INDICATE WEBBING

"THE HANDS OF HORDE PRIME"



Multi-Bot's design closely follows one of Mattel's concept illustrations by Ted Mayer.

ENCHANTED CASTLE

CAST Adora, Arrow, Bow, Broom, Castaspella, Flutterina, Frosta, Glimmer, Kowl, Madame Razz, Mortella, Peekablue, Queen Angella, Rattlor, She-Ra, Spirit, Sprag, Spritina, Sprocker, Swift Wind, Tung Lashor

SYNOPSIS At a celebration in Castle Mystacor, Adora tells Kowl the story of how the kingdom was freed from the shackles of an evil power.

She and Bow were on their way back to the Whispering Woods and were forced to take a detour through the Dark Forest. On their way, they came across an old woman who had fallen into a ditch. They helped her out and proceeded with their journey.

They rode through the Dark Forest, where they were captured by a trio of knights, who took them to a cursed land and a castle ruled by an evil queen called Mortella. Mortella demanded that Adora and Bow become her slaves and tasked them with keeping a magical fire burning brightly. Until she needed them again, she locked them in a dungeon across from a giant, bottomless pit.

Just as all hope seemed lost, Adora spotted a figure heading toward the castle through the cell bars. It was the old woman she and Bow had helped, who seemed to possess some magical powers herself. Using a pack of Bow's cards to create a bridge across the chasm, the old woman was able to

rescue them and warned them to go far away in order to escape Mortella's wickedness.

The old woman helped Bow and Adora retrieve their weapons from behind the magical fire, but Mortella discovered them. The witch ordered her knights to seize them, so they scattered, allowing Adora to transform into She-Ra. The old woman engaged in a magical duel with Mortella. However, Mortella's power dwarfed that of the old woman, who struggled against the squeeze of two magical serpents.

She-Ra destroyed the castle drawbridge and used it to direct the castle moat inside and flood the fires that gave Mortella her power. Mortella slumped to the ground and faded away, which subsequently enabled the woman to regain her true form, that of the Etherian sorceress known as Castaspella. She used her restored power to change the castle back into its original form, the magnificent Castle Mystacor.

Back in the present day, Adora concludes her story. The celebrations continue, with the guests safe in the knowledge that Mortella is nothing more than a memory of the past.

MORAL LOO-KEE. "Hi! Well, here I am again! Did you find where I was hiding today? If not, here's another chance! See me now? Here I am! In today's exciting adventure, Bow and Adora helped a woman in trouble. By coming to her rescue, they did an act of kindness. That kindness came back to them when they were in trouble. As Adora said, 'Kindness is repaid with kindness.'"

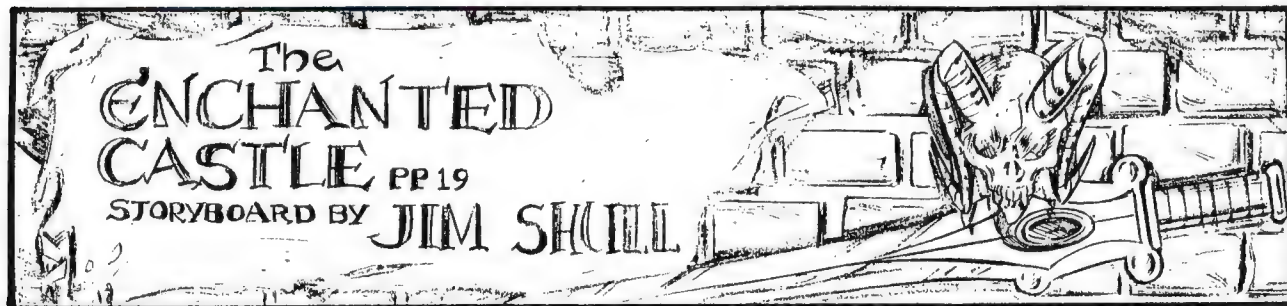
REVIEW This episode is a nice break from the norm, giving us an origin story for one of the most striking Princess of Power heroines. Castaspella's old-woman form is even more gutsy than Castaspella herself—and against Mortella, she has to be. Linda Gary's Mortella is possibly the loudest villain in the history of villainy, so while the character's design is fairly plain, her voice alone makes her memorable. While it's not entirely clear how Mortella gets her power from the magical fire, and we don't see Adora and Bow as the slaves they're imprisoned to become, this is a fun fantasy-adventure episode with little sign of the Horde, making it unique enough to stand out from the rest. **7/10**

MEMORABLE QUOTES

"It's too nice a day to let Hordak's henchmen ruin it for Bow. Maybe we should teach them a little music appreciation." [Adora prepares to stop Rattlor and Tung Lashor in their tracks]

"You'll be better off to have a man with you!" [Bow believes he is being chivalrous]

"She-Ra! I slipped away while you were checkmating those knights." [Bow makes a nice chess-related pun]



SAME/AS

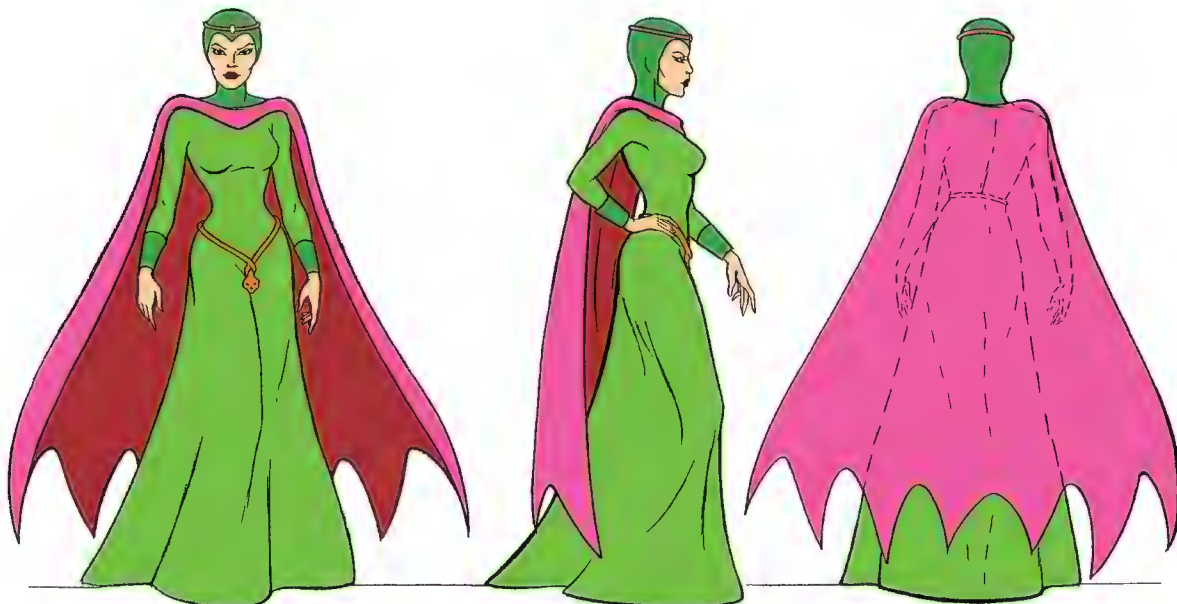
Mortella's knights would be reused as King Darkspur's troopers in "Just The Way You Are."

When Adora reclaims the Sword of Protection, she is illustrated standing in She-Ra's "I am She-Ra" pose from the transformation sequence.



DELETED SCENES

In a scene removed for time Bow asks for some water for Kowl, who gets drenched, with Kowl threatening revenge—thus setting up the joke at the end of the actual episode.



TRIVIA

- The script for this episode took close to seven months to complete.
- "Enchanted Castle" is one of three flashback episodes in the series. The other two are "The Crystal Castle" and "When Whispering Woods Last Bloomed."
- Both Flutterina and Peekablue appear in the crowd scene at the beginning of this episode, long before their characters officially debut in the second season.
- This episode marks the first appearance of the Masters of the Universe action figure Tung Lashor.
- Both Rattlor and Tung Lashor were last-minute additions to the script.
- After Adora and Bow are captured, their steeds, Spirit and Arrow, are not seen again in the episode.
- In the script, Mortella is described as wearing scarlet and black robes.
- Linda Gary voices Mortella with a tone similar to that of Evil-Lyn from the *He-Man* series.
- Castaspella made nine appearances in the series.
- We see that Bow keeps a pack of cards for magic tricks within a pocket in his cape.



THREE COURAGEOUS HEARTS

CAST Adora, Bow, Broom, Castaspella, Frosta, Glimmer, Heron, Kowl, Madame Razz, Queen Angella, Salisticar, Shadow Weaver, She-Ra, Spritina



MEMORABLE QUOTES

"I can lead you!" [Madame Razz speaks shortly before falling flat on her face]

"Remember what Adora told us? True strength comes from the heart. If we believe in ourselves, we can do it!" [Madame Razz attempts to instill confidence in her small allies]

"Well, I suppose I believe in us, too—maybe." [As always, Kowl is not entirely sure.]



SYNOPSIS At Castle Mystacor, Castaspella welcomes people to the annual Trickster Competition, where participants get to show off their special talents to a crowd.

Kowl, Madame Razz, and Broom meet a young girl who will enter the competition. When the girl ridicules the group for their abilities, they worry they aren't good enough to enter. Adora reassures them, but they choose to return to camp.

After She-Ra performs, the young girl steps up. As she begins to cast a spell which causes the Rebels to fall asleep, She-Ra realizes that all is not as it seems. She-Ra and Castaspella are put to sleep as well, with the young girl revealing herself to be Shadow Weaver. Reciting another incantation, Shadow Weaver opens a portal in the ground and drops She-Ra into the mysterious Sixth Dimension.

At the Whispering Woods, Spritina alerts Madame Razz, Broom, and Kowl of She-Ra's disappearance. Madame Razz believes a spell from the Nameless Glowing Book will help them get to the underground world and that it may be stored at the library in the Valley of the Lost.

Meanwhile, She-Ra awakes to find herself in the Sixth Dimension. She encounters Salisticar, a strange being who directs her to a series of challenges. She-Ra can only escape if she completes the impossible Third Level.

While She-Ra battles with slimy monsters over a deep gorge, Madame Razz, Broom, and Kowl confront steep mountains and wild animals before finding the library. Sifting through hundreds of books, Broom identifies the Nameless Glowing Book. Madame Razz recites the necessary spell and opens a portal to the Sixth Dimension. They find She-Ra, who, having completed the Third Level, is still being held by Salisticar, who is angry that she outwitted his game.

She-Ra rides on Broom with Madame Razz to escape back to Castle Mystacor, where Horde Troopers guard the castle. She-Ra bursts through the floor and scares them away. Madame Razz wakes the sleeping guests with her magic, and she, Broom, and Kowl are announced winners of the Trickster Competition for saving the day.

MORAL LOO-KEE. "Hi! It's time again to see if you found my hiding place. Time's up! Here I am. In today's story, Madame, Kowl, and Broom showed courage. I'm sure you've shown courage, too. Like when you learned to swim, even though you were afraid of the water, or when you learned to ride a bike, even though you were afraid to fall. How about that! You've got courage, too! Bye now. See you next time."

REVIEW Every so often, an episode comes along with such heart that even the hardest of fans melt in its presence. This is one of those episodes. Madame Razz, Broom, and Kowl are used to taking the back seat, relegated usually to light comic-relief territory. But here they take center stage and confront their fears with surprisingly good results. The comedy is Filmation at its finest, perfectly balancing She-Ra's action-packed fight to flee the Sixth Dimension to give us a rounded, enjoyable romp around Etheria and beyond. The episode has its flaws, such as Adora abandoning the upset trio to take part in a competition. But on the whole, this episode is as lovely as it sounds. **7/10**

Left: The ghost-like creatures that She-Ra encounters were painted with transparent colors, giving them a spectral appearance when placed over cels of She-Ra.

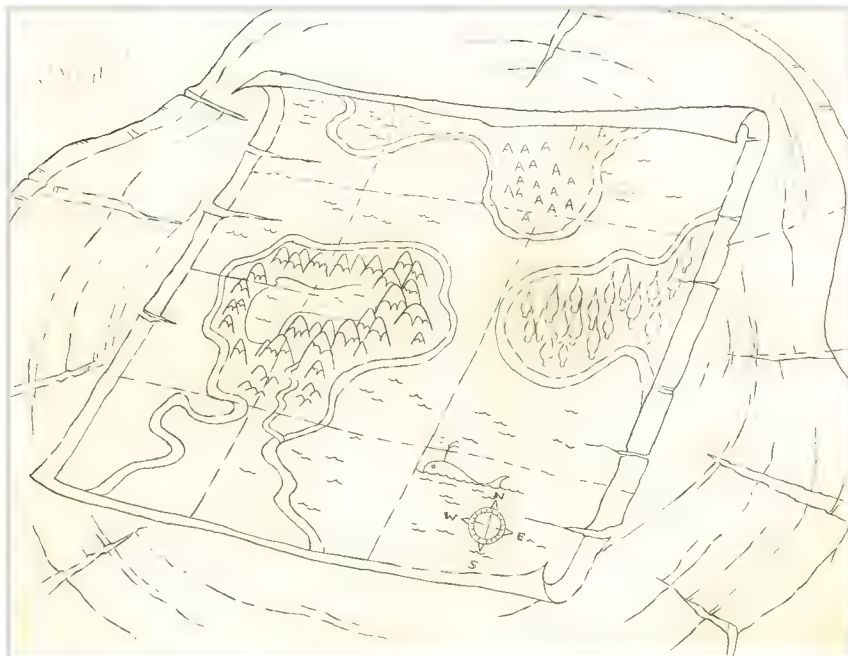


SAME/AS

The caverns, Salisticar's lair, and the tentacled creatures that bar She-Ra's path are all reused designs from the *He-Man* episode "House of Shokoti" Part 2. The Polar Beast is also a reuse of the Grazzler from the *He-Man* episode "Fisto's Forest." This is primarily because Robert Lamb, who

storyboarded both of those *He-Man* episodes, also cowrote and storyboarded this episode.

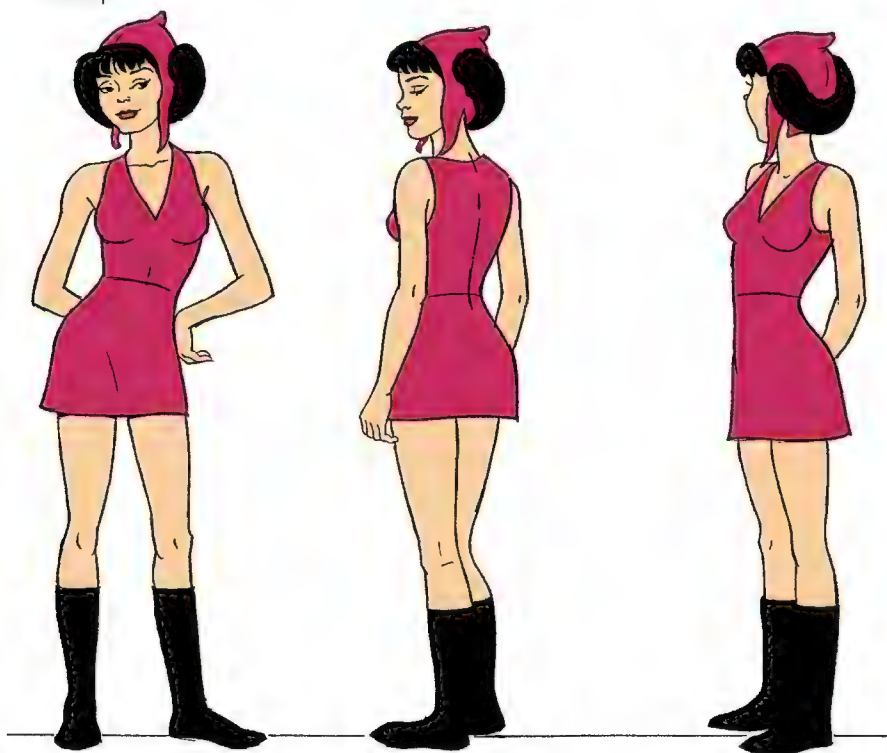
The animation of She-Ra transforming her sword into a pole and vaulting with it would be reused in "The Inspector."



DELETED SCENES

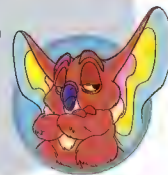
In an altered scene, Shadow Weaver's peasant girl disguise would originally throw a mysterious black powder at the Rebels, rather than casting her hands in a clockwise motion and causing them to fall asleep.

Though unnamed in the episode, the librarian is Heron, and he is described as a hermit.



TRIVIA

- Frosta makes the third of her five cameo appearances prior to "Black Snow."
- Shadow Weaver's disguise is referred to as a "Peasant Girl" in the script.
- Madame Razz made forty-nine appearances in the series.
- Broom was designed by character artist Lew Ott and, in numerous concept illustrations, sported a small beard and glasses.
- Erika Scheimer is the voice of Spritina.
- Salisticar was designed by character artists Gerald Forton and Larry Eikelberry.
- This is the first time in the series that we see the actual landscape of the Valley of the Lost. The location would be revisited in greater depth in the episode "The Rock People."
- This is the only episode in which Broom actually acts like a broom, sweeping dust from the floor in the library.



BONUS SWORD TO EVERYTHING: She-Ra transforms the Sword of Protection into a large pole, enabling her to vault across a levitating boulder upon which stand a horde of creatures. She then uses the pole to push the levitating boulder far away.



Left: Shadow Weaver's peasant girl disguise, with the help of Linda Gary's voice, made for a memorable character.



THE STONE IN THE SWORD

CAST Adora, Bow, First Ones, Glimmer, Grizzlor, Hordak, Kowl, Light Hope, Shadow Weaver, She-Ra, Sprocker



MEMORABLE QUOTES

"Up, up, and away! In my wicked Doom Balloon!" [Hordak comes closer to singing than he will at any other time in the series]

"At this rate, I should have Whispering Woods totally destroyed faster than you can say, 'Horrible Hordak headed a herd of hideous Hordesmen!'" [Hordak has a way with words]

"Then I can never become She-Ra again!" [Adora realizes the severity of her situation]

"If you should fall, I'll keep you company all the way down!" [Kowl's attempt at humor does not go down well with Adora]

"You were brave to climb Skydancer. You were wise to use the shield to outrun the spiked ball. You were swift in escaping the cave-in. Agile in avoiding the falling rocks of the Forbidden Corner . . . And brave to risk entering the Cavern of Fire. And you did all this for a friend. Are these not the qualities of She-Ra?" [One of the First Ones shows that there is very little difference between the characters of Adora and She-Ra]

SYNOPSIS At the Fright Zone, Hordak shows Grizzlor his newest invention, the Doom Balloon, which can absorb the power of lightning and fire it at objects to set them on fire. He plans to burn the Whispering Woods to a cinder, and the evening's storm provides him with the perfect opportunity.

At the Whispering Woods, Sprocker has been picking pollen from the giggleberry bush; the pollen causes people to laugh hysterically when inhaled. He drops some in the Rebel camp, causing Adora, Bow, and Glimmer to fall about laughing. Their mirth is cut short when Hordak arrives overhead, sucking up the storm and firing bolts at the Whispering Woods. While Glimmer and Bow do their best to defend their home, Adora changes into She-Ra and confronts Hordak. He fires a blast at her, but she absorbs the energy with the Sword of Protection and fires it back at the Doom Balloon. The balloon is destroyed, but the force throws She-Ra off the edge of a cliff. When she lands, she realizes she has been changed back into Adora. As Hordak captures Bow as a prisoner, Adora tries to transform again but cannot, as the stone in her sword has been damaged.

With Kowl by her side, Adora prepares to climb to the top of Skydancer Mountain to seek the help of Light Hope. After a dangerous climb, she reaches the Crystal Castle. Light Hope tells her the only way to fix the stone is through the magic of the First Ones, the founders of Etheria, who exist in a deep underworld, only accessible through a perilous journey full of obstacles.

While Bow languishes in a cell at the Fright Zone, Adora begins her journey. In the Jaws of Darkness, she outpaces a giant spiked ball rolling after her down a large spiral staircase, and then she dodges rumbling stalactites threatening to impale her in the Forbidden Corner. She walks into the burning Cavern of Fire to meet the First Ones, who use their magic to restore the powers of her sword, allowing her to become She-Ra once again.

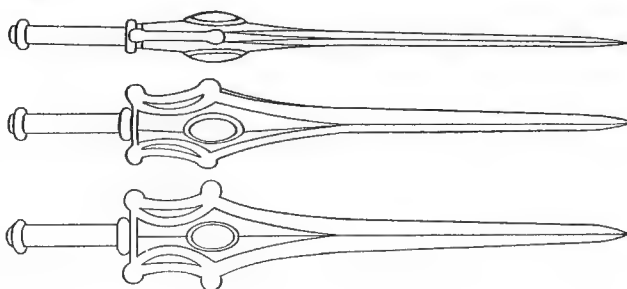
At the Fright Zone, Hordak gloats at the imprisoned Bow. She-Ra arrives to rescue Bow but is met by her nemesis. Hordak traps She-Ra in chains, but she pulls a stash of giggleberry pollen from behind her back, causing him to erupt into uncontrollable laughter as She-Ra and Bow leave.

MORAL LOO-KEE. "Hi! Did you find where I was hiding today? If not, here's another chance! See me now? Here I am! Today, let's talk about stick-to-itiveness. Wow, that's a big word! But it simply means doing what Adora did today. Sticking to a job until the job is done. When you have a job, like your homework, use stick-to-itiveness. Stick to it, until the job is done."

REVIEW Much like the title, this episode is a real gem. The Doom Balloon is one of those inventions that offer a real threat to the Whispering Woods, and the battle that ensues is nothing short of epic. Hordak seems particularly barbaric in this episode, and when the Rebels are without She-Ra, we're left with one of the best cliffhangers of the series. Adora's subsequent adventure is a perilous roller coaster from start to finish, with her bravery shining through. She knows exactly what she has to do in order to get the job done. The episode is essentially about Adora proving herself worthy of the powers of She-Ra, but in order to do so, she has to lose them first. Atmospheric, daring, and dramatic, this episode, one of the best of the series, will take your breath away. **9/10**



SHERA'S
SWORD
MODEL DESIGN
FRED CARRELL



SAME/AS

Numerous animation sequences from this episode are reused in "The Time Transformer."

The unique up-shot of the Crystal Castle as Adora climbs Skydancer Mountain would be reused in "Out Of The Cocoon."

The sequence that shows Adora with the Sword of Protection already unsheathed as she begins her transformation into She-Ra was previously used in the episodes "She-Ra Unchained," "Battle For Bright Moon," "Friendship," and "Horde Prime Takes A Holiday."



DELETED SCENES

In the original script, when the Horde attack, Sprocker sounds a horn to warn the other Rebels and accidentally covers himself in the marshmallow he was chewing.

In a brief scene removed for time, after Kowl states that he will accompany Adora if she should fall, Adora starts to slip from the cliff's face, only to catch herself just in time.



TRIVIA

- Scenes from this episode would later be referred to and reused in "The Time Transformer," although that episode's content would contradict this story by stating that She-Ra saved Valley View Castle from Hordak's Doom Balloon.

- Glimmer was designed by artists Gerald Forton and Pat Wong, based on many different concepts provided by the character design department.

- Glimmer made forty-six appearances in the series.

- After she witnesses Bow's capture, Glimmer is not seen again in the episode.

- Though he appears in the opening credits for the show, this is Light Hope's first appearance in the series.

- Lou Scheimer is the voice of Grizzlor.

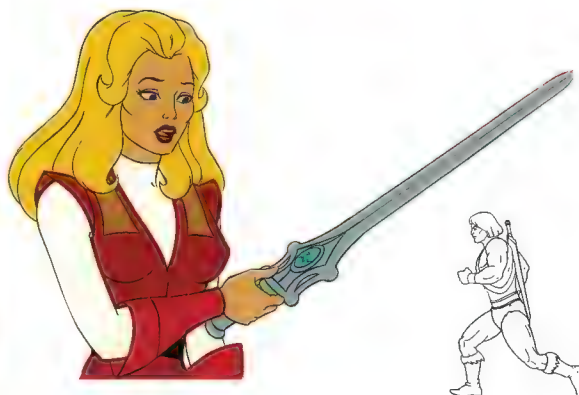
- Grizzlor describes pure Marellian skrak as the strongest metal in the galaxy.

- The script instructs the director to show the crack in the sword's jewel disappearing as Adora prepares to transform into She-Ra.

- This episode marks the only appearance of the First Ones. Robert Lamb had planned to write an episode in which the frozen form of a First One is discovered under Frosta's kingdom, but the episode never came to pass.



BONUS HORDAK ATTACK: After Hordak breaks a small statue, he transforms his right arm into what appears to be his cannon. However, it turns out to be a vacuum cleaner. During his battle with She-Ra, Hordak transforms his left arm into a chain with a winch, enabling him to ensnare the Princess of Power's feet and pull her toward him.



THE CRYSTAL CASTLE

CAST

Adora, Bow, Broom, Glimmer, King Ahgo, Kowl, Light Hope, Madame Razz, Queen Angella, Shadow Weaver, She-Ra, Spirit, Swift Wind



MEMORABLE QUOTES

"The castle is always where its seeker most wants it to be. In plain sight, yet never seen. This is its nature." [King Ahgo leaves She-Ra quite the riddle]

"I am Light Hope, spirit of this castle." [Light Hope meets She-Ra]

"I wish you to treat this castle as your personal haven. Visit it often and speak with me." [Light Hope looks forward to a long friendship with the Princess of Power]

"Farewell, Light Hope." [She-Ra's voice echoes her deep respect for the mystical being]

"We all do, dearie . . . We all do." [Madame Razz echoes a child's hope that Etheria's freedom will come soon]

SYNOPSIS In the Whispering Woods, Madame Razz tells a group of children the story of how She-Ra made Bright Moon safe from the Horde.

Having warded off a magical assault on Castle Bright Moon from Shadow Weaver, Queen Angella revealed that her own power was tied to the light of the Etherian moons and that during the evening's eclipse, her power would be greatly weakened, preventing her from protecting the castle. She stated that their only hope would be to find the mythical Crystal Castle. Broom remarked that he had heard that Ahgo, king of the trolls of Spikeheart, had seen it.

As She-Ra made her way to Spikeheart, Shadow Weaver loomed over a scale model of Castle Bright Moon. She planned to project her power upon the model to chip away at Queen Angella's power, allowing the Horde to move in and conquer the kingdom once more.

At Spikeheart, having overcome numerous obstacles, She-Ra spoke to Ahgo. The king was less than willing to help She-Ra, explaining that he and his trolls had offered to help fight the Horde but that their help had been rejected due to human prejudice.

She-Ra promised that she did not judge them, prompting Ahgo to give She-Ra a riddle in order to help her locate the Crystal Castle.

As the moons grew darker, Shadow Weaver unleashed her spell. Queen Angella, Glimmer, Madame Razz, and Broom used their combined magical powers to defend Castle Bright Moon.

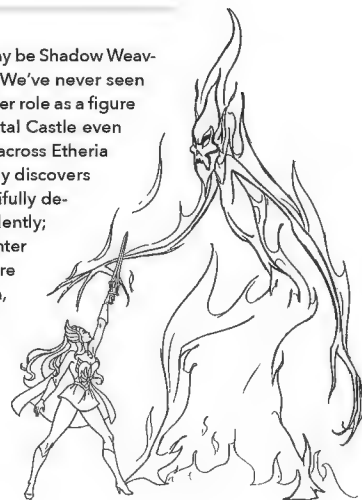
Remembering the riddle told to her by Ahgo, She-Ra spotted the cloud-covered Skydancer Mountain, which, upon closer look, shrouded the Crystal Castle.

Upon meeting Light Hope, the spirit of the Crystal Castle, She-Ra asked for his help. He teleported the Princess of Power to Etheria's Great Clock, where she battled its guardians and was able to accelerate time itself, causing the eclipse to end within seconds. As the moons began to misalign, Queen Angella regained her strength, magically transported the Horde away from Bright Moon, and thwarted Shadow Weaver's magic.

Back in the present day, Madame Razz tells the children that this was but one victory and that the Rebellion prays for the day Etheria will be free from Horde rule.

MORAL LOO-KEE. "Hi! It's me again, Loo-Kee! Did you find where I was hiding today? If not, take another look. See me now? Here I am! You know, sometimes just because a person looks or talks different, some people say bad things about them. That's really silly! Wouldn't it be a pretty dull world if we were all the same? Bye now! See you next time!"

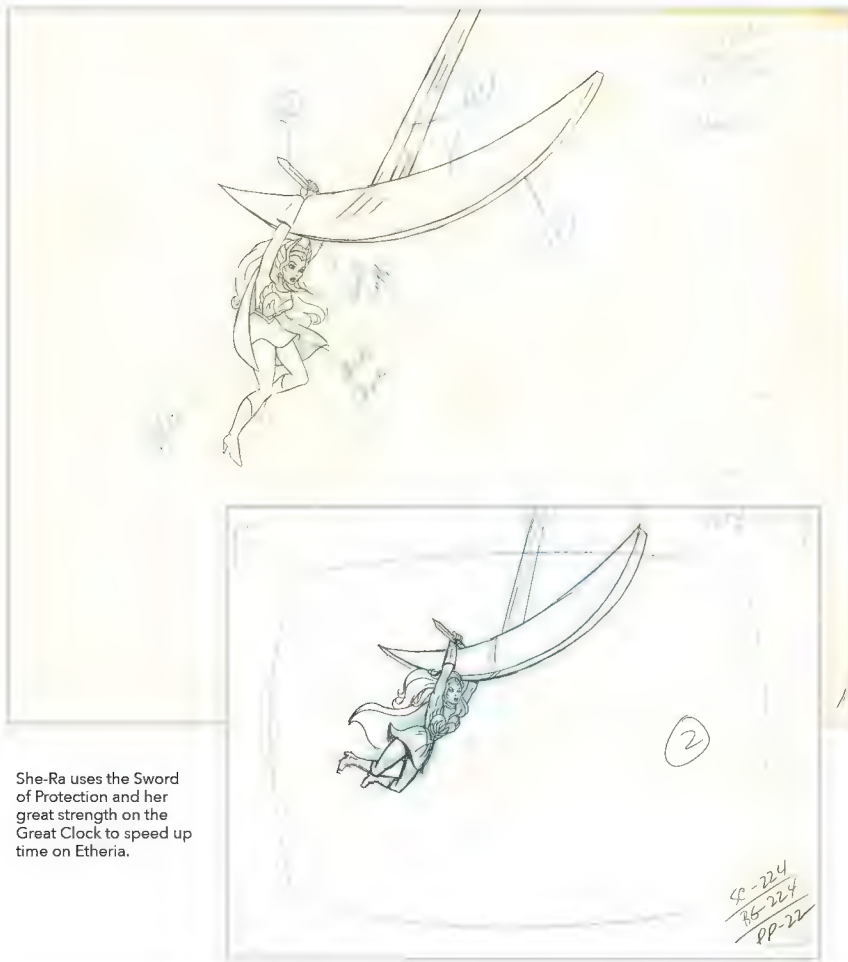
REVIEW This story is pure brilliance. While the episode may be Shadow Weaver's strongest appearance, it is undoubtedly Queen Angella's. We've never seen her display this power (and sadly never will again) that justifies her role as a figure of hope for the Rebellion. The mystery over whether the Crystal Castle even exists adds to the tension and leads to an exhilarating journey across Etheria to find answers. It's a spine-tingling moment when She-Ra finally discovers the castle, and her closing conversation with Light Hope beautifully depicts his need for companionship. The epic story is told confidently; the eclipse is a fantastic magical ingredient, and She-Ra's encounter with the trolls tantalizes us with details of Etheria's past that were previously unknown. This episode is rich with drama, emotion, action, and relevance, making it one of the series' most essential episodes. **10/10**



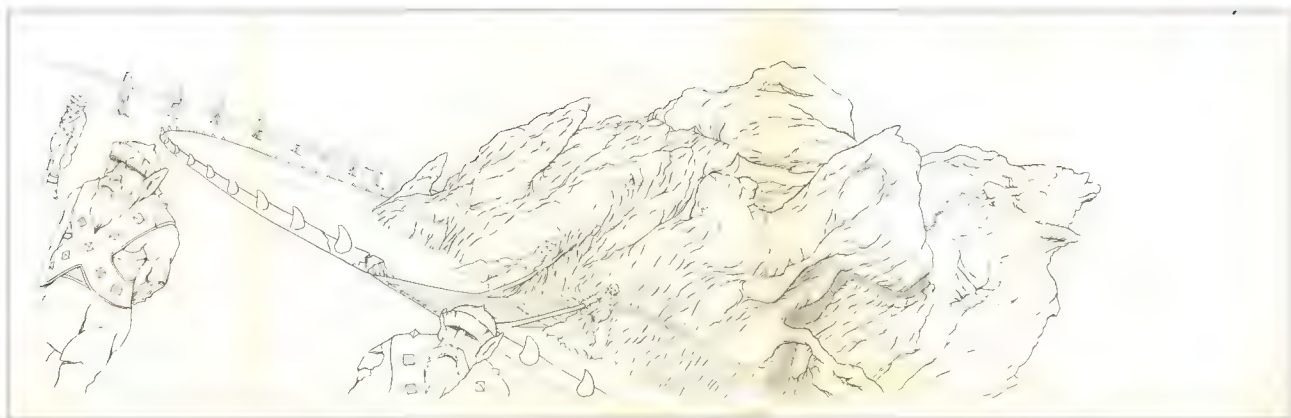
SAME/AS

The landscape of Spikeheart is a reused background of the geyser field from the *He-Man* episode "A Friend in Need."

The shot of Queen Angella with her arms outstretched at the end of act 1 was previously used in "Reunions."



She-Ra uses the Sword of Protection and her great strength on the Great Clock to speed up time on Etheria.



DELETED SCENES

Interestingly, the script states that it is never night at Castle Bright Moon, as an eldritch glow always surrounds it.

In a removed scene, Queen Angella states that the magic of the Whispering Woods would soon fade after Castle Bright Moon's, suggesting that the two are linked to the Etherian moons.

In the original script, She-Ra uses a magical beam from the Sword of Protection to open the gates of the Crystal Castle.

A piece of removed dialogue had Light Hope tell She-Ra that the Crystal Castle contains many mysteries which must remain hidden until the day Etheria is free once more.

TRIVIA

- In the script, the Crystal Castle was originally called the Palace of Power, before being altered to the Crystal Castle on November 6, 1984.

- This is one of several episodes in which we see the male and female guards of Castle Bright Moon. They would also appear prominently in "Return Of The General" and "Portrait of Doom."

- Dale Hendrickson, who designed King Ahgo and many of the female cast members of *She-Ra*, went on to design characters for *The Simpsons*, most notably Kent Brockman and Mayor Quimby.

- Glimmer and Madame Razz would hold hands to boost their magical abilities once more in "Above It All."

- In the script Light Hope is described as "nothing more than a pair of large red eyes which rise out of a mystic pool."

- "By my grandfather's beard" is an expression Bow would utter once again in the season 2 episode "Above It All."

- The music accompanying the scene in which Light Hope asks She-Ra to visit him is the same piece of music used in the final scene of the *He-Man* episode "Teela's Triumph," in which the Sorceress and Teela share a moment.

- The character models for this episode were finalized on December 20, 1984.



THE CROWN OF KNOWLEDGE

CAST

Adora, Arrow, Baker, Bow, Hordak, Imp, Kowl, Marcus, Shadow Weaver, She-Ra, Spirit, Swift Wind

SYNOPSIS

While Imp spies on revelers at the Rebels' Harvest Festival, Bow tells a group of children a story about one of Etheria's first rulers, King Jared. Jared walked Etheria, learning its secrets, and was the first to hear the Whispering Woods whisper and the Growling Sea roar. Legend has it, Bow tells them, that he also imbued the eternal power of wisdom in the magical Crown of Knowledge, which, Kowl adds, is hidden in the kingdom of Dark Edge.

Marcus, the Baker's son, dreams of a better life for himself and his father, and so he kidnaps Kowl to show him the way to Dark Edge. She-Ra, Bow, and Marcus's father deduce that Marcus's thirst for power has motivated him to search for the crown with Kowl in tow. While the Rebels set off to find them, Imp informs Hordak, who plots to steal the crown from Marcus.

With Shadow Weaver's magic spying on them, Kowl reluctantly leads Marcus to Dark Edge, where they take on an array of challenges set by the castle of King

Jared—challenges that test their greatest fears. Marcus finds the Cape of Night and the Gem of Sight, two magical artifacts tactically sent to him by Shadow Weaver that will allow her to see inside the castle and dictate Marcus's every move.

She-Ra, Bow, and Marcus's father find Marcus being dragged by Shadow Weaver's magical gifts over a deadly ruined chasm. Hordak demands the crown for himself, but a voice from the crown tells him it will never fall into Horde hands, for it represents freedom for the people of Etheria. The cape and gem are destroyed and the Horde vanquished, but Marcus is left quivering on a pedestal in the middle of the chasm. She-Ra faces her own fear—the fear of failure—and manages to save Marcus.

While Marcus decides he is happy being a skilled baker, She-Ra is offered the right to wear the Crown of Knowledge for her bravery. She politely declines, saying that it belongs to the people of Etheria as a symbol of hope.

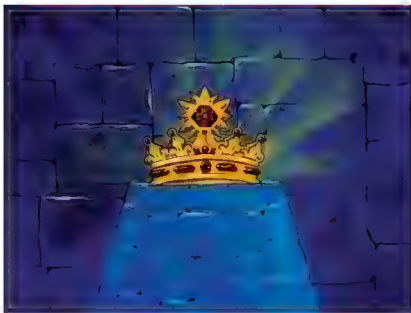
MEMORABLE QUOTES

"Kowl, we live on the admiration of the crowd—and freshly baked rolls."

[Bow reveals his storytelling secrets]

"Hordak, you really are the meanest man I know." [Shadow Weaver compliments her master]

"Failing! Because so many depend on me." [She-Ra reveals the thing she fears most]



MORAL

LOO-KEE. "Hi! It's me again, Loo-Kee! Did you find where I was hiding today? If not, take another look! Here I am! The search for the Crown of Knowledge, wow! What an exciting adventure. The thirst for knowledge can be an exciting adventure in your life, too. You can begin your search in the books you choose to read. Searching to learn new things is one of life's greatest adventures!"

REVIEW

This episode spins an entertaining tale of greed, integrity, and acceptance from Etheria's earliest history. Marcus, who thinks he can gain endless knowledge by finding the crown, has a more interesting goal than the children in other episodes have. His greed is his undoing (as it is Hordak's), while She-Ra's refusal to wear the crown despite earning the privilege shows the kind of humility we've come to expect from the Princess of Power. While it's a shame that the Horde simply watch from the Fright Zone, we are soon treated to a fantastic character moment when She-Ra reveals that the fear of failure terrifies her because of the many who depend on her. Though good, the episode is not exactly a jewel in the series' crown, although the depiction of She-Ra's darkest hour is really quite brilliant. 7/10



SAME/AS

The two children that ask Bow to tell them a story are reused character models of the children that appeared in the *He-Man* episode "Not so Blind."

The music used when we first see the castle of King Jared was first used in the *He-Man* episode "Teela's

Quest" and later, most memorably, in "Sweet Bee's Home" when Frosta seduces He-Man.

The Kulwat that She-Ra tames would later appear as a creature that Adora tames in "A Lesson In Love."



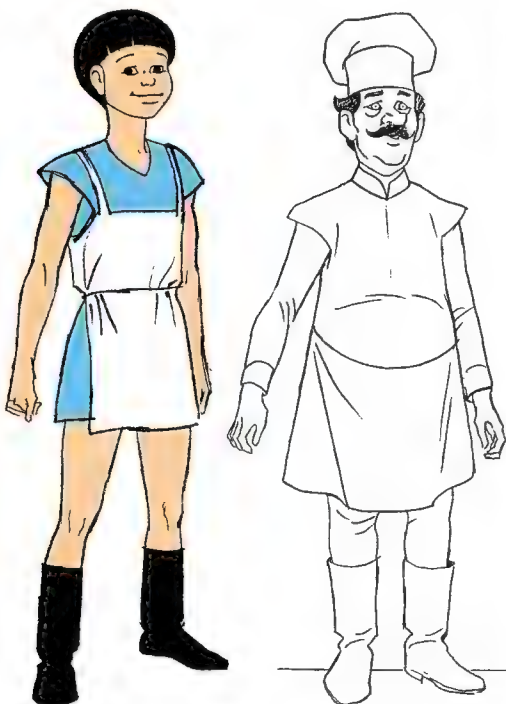
DELETED SCENES

In the original script, Kowl states the castle of King Jared is guarded by a dragon, yet no dragon actually appears.

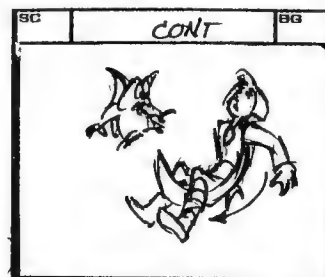
In an altered scene, Bow and the Baker would originally go in separate directions but both still end up in the pool of water.

When attempting to rescue Marcus, in the script, She-Ra rips a long piece of stone from the wall and uses it to make a plank, which she then leaps from.

In the script the Crown of Knowledge chastises Kowl for helping Marcus and then scares him away.



MARCUS'S CAPE FLOATES UPWARDS



THEN SCOOPS UNDER HIM LIFTING MARCUS OFF HIS FEET

TRIVIA

• Imp made twenty-eight appearances in the series.

• Bow was designed by artists Herb Hazelton and Alice Hamm, based on many different concepts provided by the character design department.

• Bow's role as a storyteller would be revisited in "Above It All."

• When Spirit stands next to Adora, he is drawn very differently than he is in his character model.

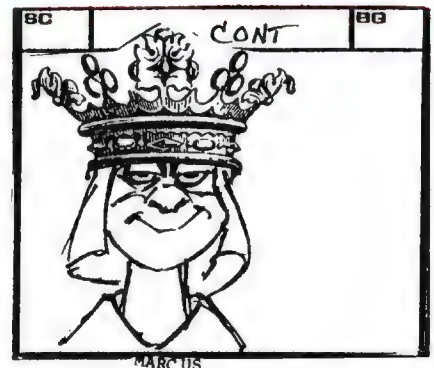
• In his story, Bow notes how King Jared taught the Singing River how to sing and was the first person to hear the Growling Sea roar.

• Marcus is described as being fifteen years old in the script.

• Although Swift Wind appears halfway through the episode, we never actually see Spirit transform into him.



BONUS **IMP-ISH BEHAVIOR:** In order to get as close as he can to spy on the Rebels, Imp transforms into a blue-colored bush and, getting dangerously close to the Rebels, a water pump.



MARCUS
I'll bet I could find that crown... if I had that bird to help me. Then I could be someone important... a king! King Marcus...that sure sounds good.



THE MINES OF MONDOR

CAST Adora, Bow, Broom, Catra, Glimmer, Hordak, Imp, King Duplis, Kowl, Madame Razz, Overseer, Prince Hazar, Queen Angella, Scorpia, Shadow Weaver, She-Ra



MEMORABLE QUOTES

"I could never resist a sale!" [She-Ra explains why she just purchased a boat]

"Glimmer is my only child, too. I know how I worry when she goes off to fight Hordak. Every parent wants to keep his child out of danger. And yet it is because of my love for her that I know Hordak must be driven from Etheria!" [Queen Angella beautifully explains her theory of parenting to King Duplis]



SYNOPSIS In the kingdom of Erelandia, Hordak threatens King Duplis, who he believes is giving information about them to the Rebels. The king denies the allegations, but Catra and Scorpia later ambush and arrest his son, Prince Hazar.

At Castle Bright Moon, King Duplis tells Queen Angella that the Horde have taken his son prisoner in the Mines of Mondor on the planet Kyrtris. He worries for Hazar's safety while mining dangerous minerals and promises to stop helping the Horde if the Rebels rescue him. Queen Angella agrees, and Adora transforms into She-Ra to support the mission.

Once through Queen Angella's magical portal to Kyrtris, and after encountering some thugs on the way, the Rebels hire a ship to traverse the seas to Mondor. But they are spotted by Hordak, and a raging storm whipped up by one of Shadow Weaver's spells causes the ship to wreck. The Rebels are washed up onshore and must make the remainder of their journey on foot. Climbing

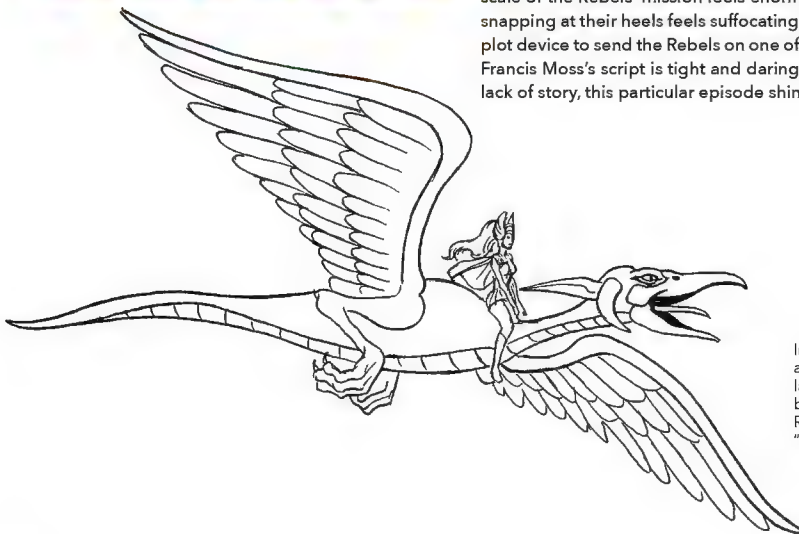
high mountains to find the mines, Glimmer is captured by a large bird who was frightened by their intrusion. She-Ra rescues Glimmer, but the bird is injured in a crash. She heals it with her healing powers, and the bird and the Rebels go their separate ways.

Hoping to remain unnoticed, the Rebels wait till nightfall before tracking down Prince Hazar. He is in a jail cell along with countless other prisoners. Together, they make their escape from the mines. The fleeing prisoners are spotted by Hordak, who orders his minions to stop them, but Glimmer uses her light powers to dazzle the Horde, allowing the prisoners to escape on Hordak's ship. Hordak fires a blast at a mountain, causing an avalanche that blocks the Rebels' path, but the large bird and a group of its friends come to the rescue, providing them with an airborne escape back to the portal.

Back at Castle Bright Moon, King Duplis almost goes back on his word but is persuaded to help the Rebellion by Prince Hazar, who says he owes them his life.

MORAL LOO-KEE. "Hi! Did you find where I was hiding? Take another look! Here I am! Today's story was about helping others. She-Ra helped heal a bird whose wing was hurt. That made her feel good. Later the bird helped her, and that made the bird feel good. Maybe there's someone you can help today! Helping others always makes you feel good. Bye now!"

REVIEW Although we have been told the Horde are an intergalactic army since the opening credits of the first episode, in this episode we finally get to witness it. With no sign of a Rebellion like their own, the scale of the Rebels' mission feels enormous from the moment they set foot on Kyrtris. The Horde's ruthless snapping at their heels feels suffocating and ups the ante to escape. Prince Hazar becomes something of a plot device to send the Rebels on one of their best adventures, but this is by no means a bad thing, because Francis Moss's script is tight and daring throughout. While other all-out adventure episodes suffer from a lack of story, this particular episode shines from its array of perilous twists and turns. **8/10**



In this piece of model sheet artwork, She-Ra is riding the large bird. The creature's design borrowed heavily from the Mother Roe seen in the *He-Man* episode "Valley of Power."

SAME/AS

The design of King Duplis was previously used for King Thales in the *He-Man* episode "A Tale of Two Cities."

Numerous backgrounds from *He-Man* show up here, including the Vine Jungle from "It's Not My Fault," the Valley of Power from "Valley of Power," and the canyon from "Teela's Trial."

The Overseer sported a memorable character design but was only seen once.



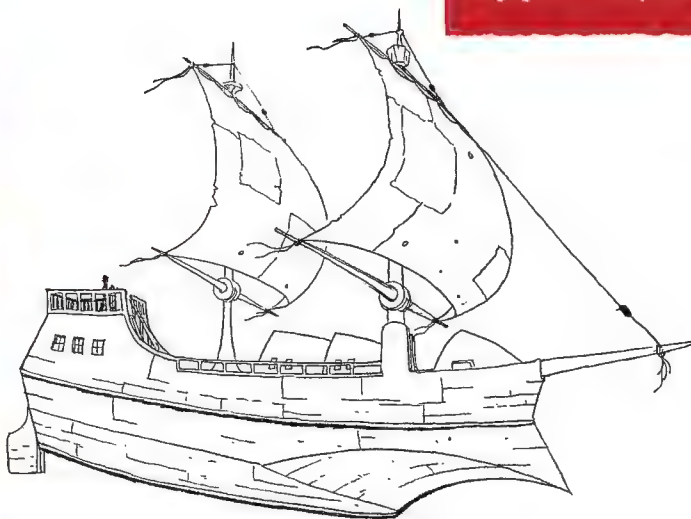
OVERSEER
P. 24



DELETED SCENES

In the original script the dimensional gateway that Queen Angella creates was to appear within a deep, dark cavern.

Though never mentioned in the actual episode, the brutish slave driver is called the Overseer.



TRIVIA

- Although other episodes establish that the planet on which the mines are located is called Mondor, this episode states that the mines are located on the island of Mondor, on the planet Kyrdis.

- There is some confusion in the episode due to some voice actors pronouncing the name of the planet as "Krytis" instead of "Kyrdis."

- Prince Hazar and King Duplis were designed by character artists Lew Ott and Ed Haney.

- When Adora begins her transformation into She-Ra, the yellow-hued explosion from the jewel in her sword is looped for a few seconds, resulting in a more powerful transformation sequence.

- This is the only episode in the series in which Queen Angella displays the ability to create a dimensional gate.

- Erika Scheimer is the voice of Imp.

- In this episode Bow's musical talents are mocked by his allies, whereas in other episodes, such as "Play It Again, Bow," they are thoroughly enjoyed.

- When She-Ra asks if anyone can fly the Annihilator, one man answers, "I can." Interestingly, the dialogue is not spoken by any of the regular voice actors but rather an uncredited vocal talent.

- It is surprising that Bow gives the "A-Okay" sign at the end of the episode, given that, in Brazil and certain Mediterranean countries, the gesture is a highly offensive one.



BONUS IMP-ISH BEHAVIOR: Having gained access to the Whispering Woods, Imp is disguised as a brown furry woodland creature hanging from a tree by his tail.

SMALL PROBLEMS

CAST

Adora, Bow, Catra, Glimmer, Hordak, Kowl, Mantenna, Professor Tempus, Scorpia, She-Ra, Snout Spout, Spirit, Spritina, Sprocker, Swift Wind



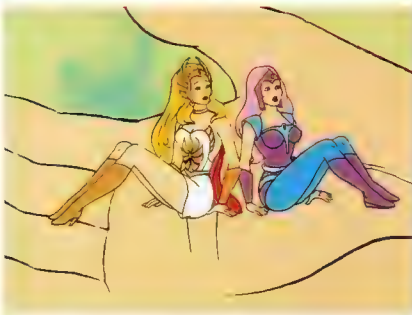
MEMORABLE QUOTES

"I think we've created a monster."
[Bow muses to Kowl upon witnessing Glimmer's boasting]

"I think I should be given more to do around here. Talent like mine shouldn't be wasted on small jobs." [Glimmer's head continues to grow]

"Fools, don't you recognize Scorpia, the Horde's finest warrior?" [Bow, in disguise, attempts to get on Scorpia's good side]

"See you inside, Inspector?" [Scorpia ever so slightly flirts with the disguised Bow]



ADORA (con't)
...but we'll have to figure out a way to get inside to find out what.

SYNOPSIS After Glimmer accidentally saves Bow and Kowl from a Horde attack, she gloats about her skills at the Rebel camp. After hearing many exaggerated retellings of the story, Adora takes her to task over her new attitude. When scouts warn them of the Horde developing a new chemical weapon in the town of Small Oak, Adora suggests she and Glimmer go together so they can continue their discussion.

In a laboratory in Small Oak, Hordak scolds Catra for the slow development of a new miniaturization formula. Much to Catra's annoyance, Hordak adds that he will be sending Scorpia there to get results where she has failed.

Meanwhile, Glimmer and Adora observe the lab. Glimmer teleports herself inside and is immediately snared by Horde drones. Adora transforms into She-Ra and advances on Swift Wind, freeing Glimmer from their clutches, but not before Catra sprays them with the miniaturization formula. They escape unharmed but covered in the spray. Fortunately, Hose Nose is nearby and soaks the trio with water to remove the residue.

But it is too late. They each start to feel dizzy and soon shrink to the size of bugs.

In her new miniature form, Glimmer is swept into a lake and attacked by a fribian, but rescued by She-Ra, who tires the reptile out. Thinking the Horde will have an antidote for the shrinking potion, She-Ra suggests they go back to the Horde base, but Swift Wind is unable to lift both her and Glimmer, so they have to walk, and they cross paths with Bow on their journey.

Bow gains access to the lab by fooling Scorpia into thinking he is a Horde Inspector. He finds the scientist Professor Tempus working on the shrinking formula and identifies a growing serum. He enlarges the shrunken Rebels to full size, but they soon run into Catra and Scorpia, who attack. While the Rebels scatter, She-Ra defeats her foes. Bow manages to send the lab into self-destruct mode purely by mistake, forcing the Rebels and the Horde members to flee. After everyone escapes unscathed, the lab explodes in the distance, and Glimmer, having learned her lesson, apologizes for her earlier behavior.

MORAL LOO-KEE. "Hi there, it's your friend Loo-Kee again! I hope you found my hiding place. But if you didn't, look for me now! See me yet? Here I am! In today's adventure, Glimmer got what is called 'having a big head.' You know, it's okay to be proud of what you've done, like when you win the spelling contest. But remember, no one likes to listen to someone brag—so don't you get a big head. See you next time!"

REVIEW Glimmer goes through several contradictory personalities in the series. Her inflated ego in this episode may be a far cry from the dynamic, responsible leader we met in the show's opening episode, but it suits the new Glimmer down to the ground. She becomes hilariously annoying after what is simply a happy accident and is only put in her place by her inch-high ordeal in the Etherian wilderness. It's great to see Glimmer challenge Adora too, something we've been waiting for since Adora took over leadership of the Great Rebellion, and which we'll be waiting another sixty or so episodes to see again. Character continuity aside, the story has few weaknesses. With Glimmer the obvious standout star, and good supporting scenes for Bow, Catra, and Scorpia, the episode is a big success. **7/10**



GLIMMER
I hope I can do this right.

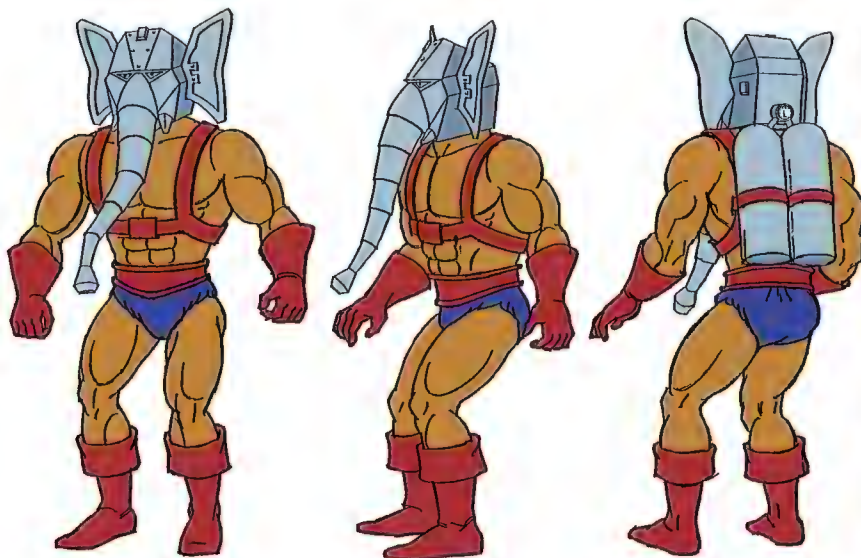


And she kicks off from the building.

SAME/AS

The levitating robot that Glimmer comes face to face with is instantly recognizable as a Hover Robot from the *He-Man* series.

As She-Ra brings the catwalk down, Catra and Scorpia are looking at one another. This image of the two would later appear in "Huntara."



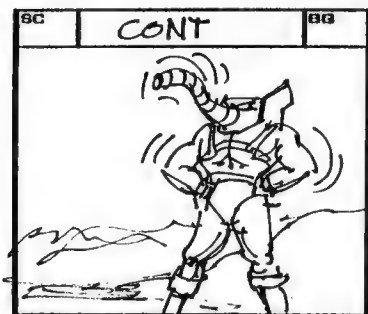
DELETED SCENES

Originally the Horde scientist, Professor Tempus, was replaced by Modulok during the script revisions. However, further revisions made on April 18, 1985, reinstated the Horde scientist.

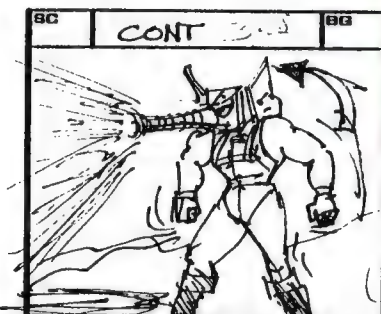
Clawdeen was due to make an appearance in this episode, but, like Modulok, was removed during the

revisions of April 18, 1985. Clawdeen would have to wait for another forty episodes before making her debut.

In the original script, Rattlor was at the gate questioning Scorpia instead of a Horde Trooper.



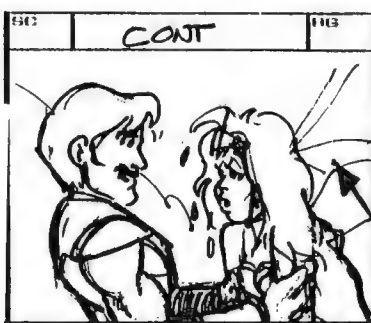
HOSE NOSE PULLS BACK TO FIRE... AND



LET'S OUT A BIG BLAST OF WATER.



GLIMMER
I think I should be given more to do around here.



BOW
That was great! How'd you ever think of it?

GLIMMER
It was mostly luck.

TRIVIA

• Glimmer's power of teleportation, first shown in "Beast Island," is used for the second and final time in the series.

• This episode marks the first appearance of the Masters of the Universe action figure Snout Spout. He is referred to as Hose Nose in this episode and was originally scripted to make a trumpeting sound when communicating with She-Ra and Glimmer.

• Hose Nose would not appear in the series for another forty-four episodes, where he would be more appropriately known as Snout Spout.

• Scorpia made fifteen appearances in the series, all in the first season.

• Scorpia's Scorpion Crawler vehicle makes its first appearance in this episode.

• The Horde scientist in this episode would later appear in "The Time Transformer," where he would be given the name Professor Tempus.

• In the script the Horde scientist is described as having a "big, bald, egg-shaped head and coke-bottle spectacles" and wearing a "filthy lab coat."

• The character models for this episode were finalized on July 3, 1985.



BONUS SWORD TO EVERYTHING: She-

Ra transforms the Sword of Protection into a grapple and line, which she uses to pull down the catwalk upon which Catra, Scorpia, and the Horde Troopers stand.

Left: Snout Spout, as Hose Nose, makes his debut in the series in these storyboards by William Barry.



BOOK BURNING

CAST Adora, Ariane, Bow, Brian, Cory, Hordak, Leech, Mantenna, Rattlor, Sara, Serena, She-Ra, Spirit, Swift Wind, Tung Lashor



MEMORABLE QUOTES

"The Horde invaded Etheria, and took away our freedom, our liberty."

[Adora attempts to educate Cory on the Horde]

"We used you, boy! But we don't need you anymore!" [Tung Lashor enjoys upsetting the misguided Cory]



Below: Mantenna encourages the villagers to applaud Hordak's speech. The designs of the man and woman were previously seen in the He-Man episode "Monster on the Mountain."

SYNOPSIS In the village of Northland, Adora and Bow speak to a classroom of schoolchildren to educate them about the Horde. While speaking of Etheria's rich and thriving past, they are challenged by a young boy named Cory who has fallen for the Horde's lies. Adora and Bow flee the school when Leech and Mantenna arrive to inspect it. Cory reveals that Rebels have been giving them lessons. This leads the villains to order the teacher, Serena, to only teach from special Horde books.

Hordak descends upon the village, introduces the children's new teacher, Tung Lashor, and invites an eager Cory to spy on the Rebellion for him. While the Horde round up the books to be burned, Serena invites the children to her cottage to hear true stories about Etheria's history.

At night, Serena reads to the children, but Cory directs the Horde to their whereabouts. Serena is arrested for teaching untruths and thrown into jail. Adora changes into She-Ra and frees Serena, who fears the Horde will

be free to teach the children lies and turn the people against the Rebellion.

While books are burned in the village square, the children revolt against Tung Lashor, and so he threatens to school them in the Fright Zone. Two children, Sara and Brian, escape to alert Adora, but Cory follows them. When Tung Lashor gathers the children, including Cory's sister Ariane, the young boy realizes he has been used.

The Rebels are ambushed and captured by the Horde, forcing a scorned Cory to return the Sword of Protection to Adora. While the Horde start to burn the village, Adora transforms into She-Ra. She digs up a lake and tosses it over the flames, putting out the fire and short-circuiting the Horde Troopers.

With the Horde defeated and Hordak in retreat, the villagers throw the rusty Horde Troopers onto wagons. Cory apologizes, admitting he did not know the truth about the Horde because of his poor reading ability, and so Brian and Sara offer to help him with his reading in the future.

MORAL LOO-KEE. "Hi! It's me, Loo-Kee! Did you find where I was hiding? If not, take another look. See me here? Here I am! You know, sometimes we don't appreciate things, until they're taken away from us. Take books for instance—it would be terrible if they were taken away. Being free to read anything we wish is a right we must never lose! Bye now! See you next time."

REVIEW This episode may seem gentle to begin with, but it ends up playing host to some of the most mature and sinister themes in the series. The Horde's attempt to destroy the historical and cultural heritage of Etheria is brainwashing at its most wicked. The children are impressionable, as Cory shows, but not stupid. Their revolt against Tung Lashor is lighthearted but crucial for their liberation and leads to the Horde essentially trying to abduct the children to teach them at a Horde school. That such drama takes place in a quiet, secluded village makes it all the more chilling. This episode shows the Rebels at their guerrilla-activist best, while the Horde echo the Nazis and other totalitarian regimes. Overall, it is an astonishingly brave story, and one that reminds us just how wicked the Evil Horde are. **9/10**

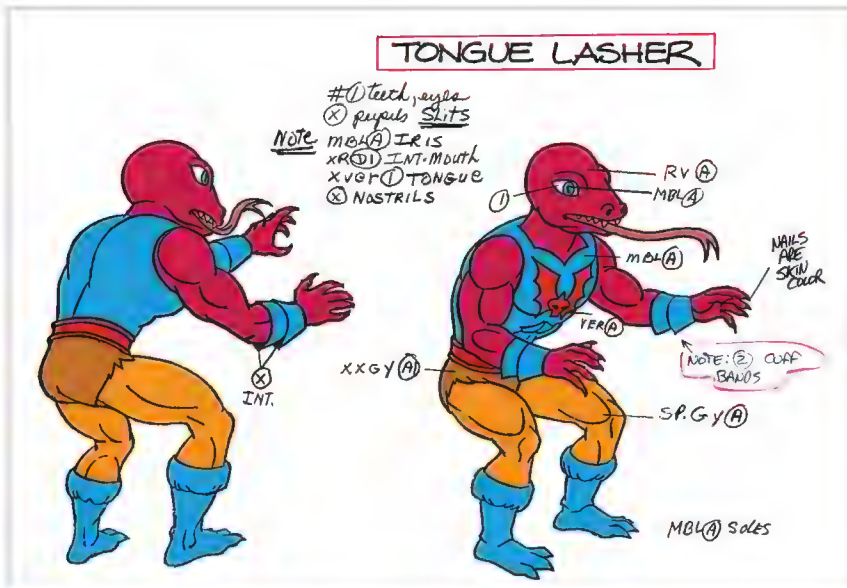


SAME/AS

The two villagers that Mantenna nudges to applaud were character designs previously used in the *He-Man* episode "Monster on the Mountain."

Cory, Brian, and Sara are reused character models of the children that appeared in the *He-Man* episode "Not so Blind." Cory's sister Ariane previously appeared as Podi in the *He-Man* episode "It's Not My Fault."

The sequence that shows Adora with the Sword of Protection already unsheathed as she begins her transformation into She-Ra was previously used in the episodes "She-Ra Unchained," "Battle For Bright Moon," "Friendship," "Horde Prime Takes A Holiday," and "The Stone in the Sword."



DELETED SCENES

In the original script, the writer drew a stick figure illustration to explain how Adora hangs upside down on the swing.

In the original script, Glimmer and Madame Razz appear with Adora, Bow, and Serena in the camp as they listen to Brian and Sara.

In an altered scene Hordak's ship sinks into a pool of mud, and he transforms into his rocket form in order to escape.



Above and left: A doe-eyed Adora and Bow sneak into a Horde vehicle.



TRIVIA

• Although never stated, the script indicates that the mountains in the background at the start of the episode are in the Kingdom of Snows, Frost's homeland.

• Serena is voiced by Linda Gary.

• Mantenna made thirty-eight appearances in the series.

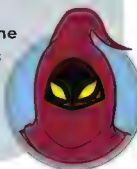
• Tung Lashor is simply called Tung in this episode. Later, in "Gateway to Trouble," he is referred to as Tung Lash. Finally, in "Welcome Back, Kowl!" he would be acknowledged by Hordak as Tung Lashor.

• Tung Lashor was designed by character artist Fred Carrillo and based on the early concept illustration of the action figure by Ted Mayer.

• For some reason Rattlor does not speak in this episode and only communicates via the rattle of his tail.

• When Tung Lashor asks who spoke out against his teachings, the pupils band together, and each claims to be the one that spoke out, in a scene reminiscent of the movie *Spartacus*.

• This episode indicates that the Horde Troopers can rust and thus become useless.



THE ELDRITCH MIST

CAST Adora, Bow, Broom, Castaspella, Glimmer, He-Man, Hordak, Horde Prime, Kowl, Light Hope, Madame Razz, Prince Adam, Shadow Weaver, She-Ra, Spirit, Sprag, Spritina, Sprocker, Swift Wind



MEMORABLE QUOTES

"This grand estate is overshadowed only by its lovely mistress."

[Prince Adam charms Castaspella]

"It's too bad. You used to know how to have a good time." [Castaspella hints at her former friendship with Shadow Weaver]

"You must come visit me-er, us-again when things are quieter." [Castaspella shows a great deal of interest in Prince Adam]



SYNOPSIS On her way to visit Castaspella, She-Ra frees prisoners from a Horde slave camp. After She-Ra has left, Shadow Weaver emerges, having unearthed an ancient spell book which she threatens to use to end the Rebellion.

At Castle Mystacor, Castaspella uses her Pool of Vision to help Adora see what her brother Prince Adam is up to on Eternia. Taking a shine to him, Castaspella uses the pool to transport Adora's brother into Etheria. When Kowl warns them of an impending Horde threat on the outskirts of the Whispering Woods, Prince Adam agrees to stay and help the Rebellion defend their home.

In the Whispering Woods, Adora, Prince Adam, Kowl, and Castaspella spot Shadow Weaver emerging from a Horde Tank with a book Castaspella identifies as the Eldritch Book of Spells. Shadow Weaver casts a spell and encases the forest in a sleep-inducing mist which even Castaspella cannot break through. Thinking She-Ra and He-Man would be better equipped to tackle the sleep-inducing mist, Adora and Prince

Adam transform and seek answers from Light Hope. He reveals that the spell can be reversed, but only when the Eldritch Book is in the hands of a spell caster.

Inside the Whispering Woods, the Rebels are trapped and sent to sleep by the mist. She-Ra, He-Man, and Castaspella travel to the Fright Zone to find the book, which Shadow Weaver has hidden in a security cabinet. As a tax wagon returns to the Horde base, the Rebels slip inside but are spotted by Hordak. Castaspella is teleported to Horror Hall by Shadow Weaver, and the two former friends engage in a duel of magic, with Castaspella emerging victorious.

She-Ra and He-Man successfully battle Hordak and retrieve the Eldritch Book of Spells.

Back at the Whispering Woods, Castaspella utters an incantation to remove the mist and awaken the sleeping Rebels. Once more back at Castle Mystacor, Prince Adam departs for Eternia, but not before he and Castaspella have agreed to show one another the sights on their respective planets.

MORAL LOO-KEE. "Hi! It's me again, Loo-Kee! Did you find where I was hiding? If not, take another look! See me now? Here I am! In today's story, when She-Ra needed help, she went to someone whom she felt was more experienced. There are a lot of experienced people waiting to help you... parents and grandparents, teachers and friends. So, ask for their help when you have a problem. Bye now! See you next time."

REVIEW Shadow Weaver's Mist of Endless Sleep is not only one of the best weapons used against the Great Rebellion in the series but also an absolutely chilling fairy-tale tool from Robert Lamb's magical toolbox. However, it is the opposing force of Castaspella that makes the story so riveting. While the flirting between Castaspella and Prince Adam is a fun diversion, her role as Shadow Weaver's heroic counterpart gives the episode its finest moments. Castaspella's two-handed battle with Shadow Weaver is impressive, as are the hints of their shared history. It is a shame that while this episode tries to make Castaspella part of the principal cast, we see very little of her in future stories. This is a fun episode with plenty of drama and wonderfully high stakes. **7/10**



HULKING MONSTER (AS LURED BY SH) 22P-55P

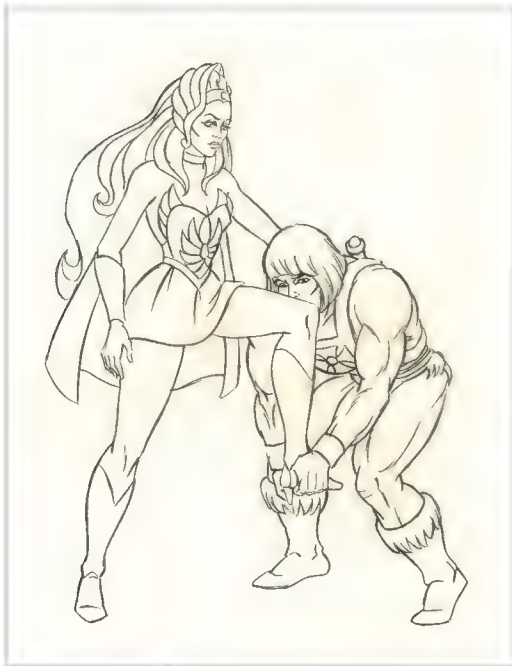


CUDPLY TEDDY BEAR (AS LURED BY SH) 22P-55P

SAME/AS

The sequence of Adora and Prince Adam hugging is based on the sequence of She-Ra and He-Man hugging from "Reunions."

The animation of Bow pulling the rope to bring back Madame Razz and Broom would later be used in "Bow's Magical Gift."



Left: He-Man prepares to launch She-Ra into the air in an attempt to escape a Horde trap.



DELETED SCENES

A piece of removed dialogue has Adora muse that she's homesick for Eternia, saying, "Homesick for a place I hardly know."

A scene heavily cut for time had Adora mention her brother, Prince Adam, remarking that he is gentle and kind, with Castaspella immediately asking, "Good looking?" When Adora affirms this, Castaspella states that she wants to see him for herself.

In an altered scene Castaspella originally casts an incantation when teleporting the heroes from Castle Mystacor to the Whispering Woods.

In a removed scene, Prince Adam arrives back on Eternia, and Orko asks where he has been.



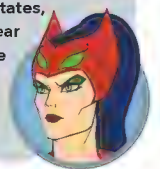
ELDRITCH BOOK OF SPELLS

NOTE: DETAIL FOR CLOSE-UPS.



TRIVIA

- Castaspella was designed by artist Alice Hamm, based on many different concepts provided by the character design department.
- Castaspella's color scheme in the cartoon differs from her action figure because it is based on the toy prototype.
- The sky behind Adora mistakenly goes from day to night as she transforms into She-Ra in the Whispering Woods.
- He-Man enters the Crystal Castle for the first and only time in this episode.
- After his journey to the Crystal Castle, Swift Wind is not seen again in the episode.
- The romantic interest between Castaspella and Prince Adam is never addressed again in the series.
- This is the first episode to reveal a history between the characters of Castaspella and Shadow Weaver.
- In the script, Robert Lamb states, "For purists: A magical teddy bear can hold a sorceress, and the witch just has to like it."



BONUS SWORD TO EVERYTHING: She-Ra transforms the Sword of Protection into a bola and uses it to bind a Horde Trooper before pushing him backward into a tent.

BOW'S FAREWELL

CAST

Adora, Bow, Catra, Glimmer, King Sprite, Kowl, Queen Angella, Queen Sparkle, She-Ra, Spirit, Spritina, Spunky, Swift Wind



MEMORABLE QUOTES

"What's he gonna do with it? Start a revolution?" [A Horde Trooper mocks Bow, not realizing whom he is speaking to]

"You're a member of the Rebellion, and that means you're a wanted man." [Adora explains to Bow his current position]

"When you promise the moon, you deliver!" [Bow thanks She-Ra after she has moved the moon]

SYNOPSIS Bow has visited Twigget Village despite the nearby presence of the Horde. He gives a young Twigget named Spunky a music lesson before being found by Adora, who warns him that he is easily recognizable as a member of the Rebellion. Agreeing to return to the Whispering Woods, he offers Spunky a magic trick first. Strumming on his harp, he finds a particular pitch which shatters a glass into pieces.

After he explains the science behind the "trick" to Spunky, a Horde patrol intrudes. Before he can flee, Bow is recognized by Catra. While he takes the Twiggets to safety, Adora transforms into She-Ra and repels the Horde.

At the Whispering Woods, Adora scolds Bow for his foolishness. Kowl suggests Bow take some time away from battling the Horde. Adora agrees and orders Kowl to accompany him. En route, they discover the Horde forcing the Twiggets to help

them build a weapon. While Kowl warns Adora, Bow disguises himself as a traveling magician and learns that the Horde are building an Eclipse Beam, which will harness the power of an impending eclipse to fire destructive rays at Castle Bright Moon.

Bow is arrested when Catra recognizes him again, but Spunky and the Twiggets force the Horde to retreat. With Bow free, She-Ra arrives to destroy the Eclipse Beam but mistakenly destroys a fake machine instead. Spunky reminds Bow of his earlier trick and says the right frequency could possibly destroy the real Eclipse Beam.

As they try to amplify the right note, She-Ra flies into space to slow down the eclipse. With pillars falling and chandeliers crashing to the ground inside Castle Bright Moon, She-Ra moves the moons out of alignment long enough for Bow to find the right note, shattering the real Eclipse Beam and saving Castle Bright Moon in the process.

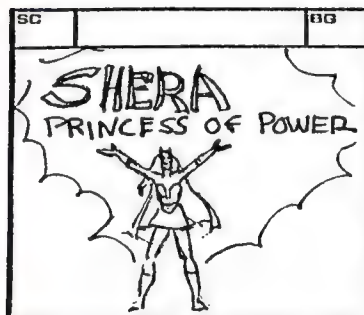
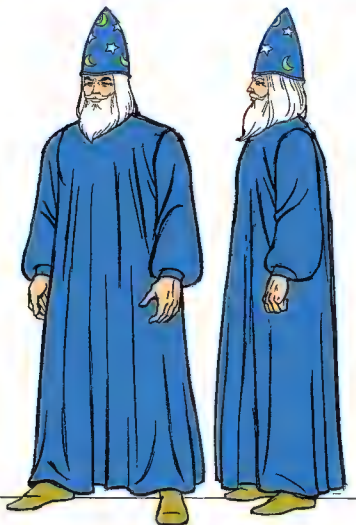


MORAL

LOO-KEE. "Hi! It's me, Loo-Kee! Did you find my hiding place today? If not, look for me now! See me? Here I am! In today's story, Bow used what he knew about the science of sound to break the glass. Science teaches us how things work. You'll find lots of wonderful books about science at your library. Bye now! See you next time!"

REVIEW

This episode isn't that bad. But, as with many of Don Heckman's episodes, it is unfocused and a little disjointed. This one starts with a music lesson, progresses to a science lesson, focuses on the Twiggets getting captured and Bow leaving the Rebellion, follows this with a threat to Bright Moon—and just when you think it's over, She-Ra has to move the moon. It's fun to see the little Twiggets take on the Horde in a comedic, lighthearted fight scene, and the music used in She-Ra's titanic tug of war is nicely irregular. But this episode crams so much into its twenty-two minutes that it leaves you wondering what just happened. **5/10**



SAME/AS

The sequence in which She-Ra pulls the turret from the tank and exposes the Horde Troopers would later be used in "Anchors Aloft" Part 2.

The animation of Bow and Kowl peering through the bushes is based on a similar sequence of Adora peering through the bushes in "The Missing Ax."

The footage of She-Ra moving the moon, as well as the effects of the Eclipse Beam, would later be used in "The Time Transformer."



BOW STILL PLUCKING LIKE MAD



SUDENLEY HITS THE RIGHT NOTE, REACTS TO IT



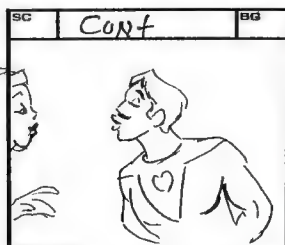
KOWL
Never mind. I'm on my way. But don't do anything rash before I get back with help!



DELETED SCENES

In the original script Bow plays a recorder, like Spunky, rather than his harp.

Originally, Catra did not fall down the well during her battle with She-Ra; instead she gets tangled up in a lot of branches and is subsequently pelted by water from the well buckets.



In a scene removed for time, before making the transformation into his magician disguise, Bow would be seen painting age lines on his brow.



Left: Bow prepares to receive a kiss from the Princess of Power.

TRIVIA

- As this episode was one of the earliest to be written, Catra does not recognize Bow and is only vaguely aware that he fought at the Battle for Bright Moon.

- On two occasions when evading the Horde Troopers, Bow uses a pink powder to cover his escape. On the second occasion, as the powder evaporates, it turns into little hearts.

- Although Sprag and Sprocker are not in this episode, fellow Twigglet Spritina can be seen in numerous scenes.

- This episode reveals that the Twigglets have a king (Sprite) and a queen (Sparkle).

- In the script Bow's tricks are described in detail, with him pulling an egg out of a Horde Trooper's ear, then breaking the egg and making a bouquet of flowers appear. He then throws a red scarf over the flowers, and a white bird flies out.

- This is not the first time either of the Twins of Power would move a moon. He-Man moved the moon in the He-Man episode "Jacob and the Widgets," while She-Ra would do it once again in "Swiftly's Baby."



BONUS SWORD TO EVERYTHING: She-Ra transforms the Sword of Protection into a chain with a grappling hook on the end. With it, she hooks the moon, and Swift Wind slowly pulls it out of its orbit, foiling Catra's eclipse-based plan.



THE PRICE OF FREEDOM

CAST Arrow, Bow, Colin, Glimmer, He-Man, Hordak, Kowl, Mantenna, Orko, Prince Adam, She-Ra, Sorceress, Swift Wind



MEMORABLE QUOTES

"War, Adam." [She-Ra gives Prince Adam a simple answer when he asks what is occurring on Eternia]

"I wish I were as confident as I sound." [In a rare moment, He-Man doubts himself]

"So Eternia's golden boy is helping the Rebels again, is he?" [Hordak learns of He-Man's presence in Dryl]

"This is Etheria, my brother. The Horde rules this planet." [She-Ra explains to He-Man the difference between their worlds]

"Back to the Fright Zone!" [Victorious, Hordak and his army leave]

"Adam!" [She-Ra discovers He-Man alive and well]

SYNOPSIS On Eternia, the Sorceress tells Prince Adam that a battle rages on Etheria. He travels there via a portal to help his sister and arrives in a crossfire of missiles. She-Ra hurries him out of harm's way and explains the situation. Prince Adam transforms into He-Man so they can evacuate cowering villagers, instructing them to return to the safety of the nearby mines.

Armies of Horde Troopers and tanks advance on the village of Dryl. Seething as he watches, Hordak orders Mantenna to burn the villagers' homes to the ground to send a message to them.

The people of the incinerated village take cover in a nearby mine. A villager named Colin explains that they had been slaves in the mine, and when it ran out of Etherium, the overseeing Horde robot attacked them. She-Ra then saved them, and the villagers pledged to join her in the Rebellion.

While He-Man defends the vulnerable villagers from the approaching Horde, She-Ra heads for Bright Moon to find more Rebels to aid them. After taking care of some

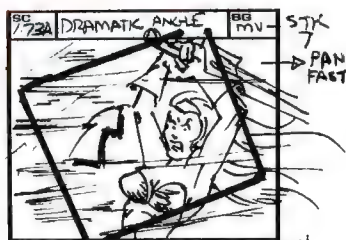
attacking Horde waspoids, she finds Bow and Glimmer, who both agree to gather the Rebellion and head for Dryl.

Back at the mines, He-Man struggles to single-handedly defend the people. He is hit by a Freeze Ray and the mine is also struck, causing an avalanche that traps him and the villagers inside. The Horde leave, victorious, as the villagers drag the paralyzed He-Man to the back of the mine, where they start to dig themselves another exit. As He-Man drags himself to his feet, the villagers break through, with rocks falling from the unstable mountain above them. She-Ra lands back in Dryl and directs the villagers to safety as the mine crumbles. In sheer desperation, she flings boulders from the rubble to reveal her weakened brother inside supporting the entire mountain. She helps him to his feet, just as the remainder of the mountain falls on top of them.

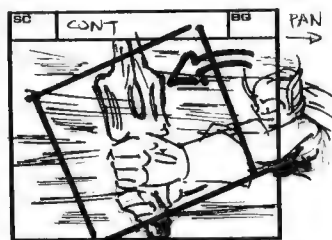
As Swift Wind sheds a tear, She-Ra and He-Man burst out of the mine, unscathed. She-Ra introduces the villagers to the Whispering Woods, their new home.

MORAL LOO-KEE. "Hi! It's me, Loo-Kee! Did you find where I was hiding today? If not, here's another chance. See me now? Here I am! In today's story the villagers' homes were destroyed by fire. Fire can be a very dangerous thing. It can hurt you. It can destroy your home. But you can prevent this. If you don't play with matches or lighters, you won't get burned. Bye now!"

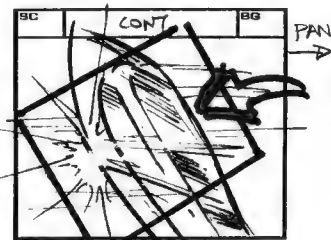
REVIEW This episode focuses better than most on the primary difference between Eternia and Etheria, wonderfully showcasing the fact that while Eternians may live in relative peace, Etherians struggle through war—a lesson firmly taught to He-Man by She-Ra herself. Hordak's motives are sick and twisted as he burns the villagers' homes and causes the cave-in that may just take their lives. With the sign of hope so bleak, we feel She-Ra's helplessness; the filler scenes with Mantenna, the waspoids, and the Rebels are necessary to give us some room to breathe. This episode breaks all the rules: The Horde win. He-Man, the most powerful man in the universe, is defeated by the villains and then rescued by a group of villagers. He also nearly dies. And the ending isn't a truly happy one. The moment when She-Ra calls out to her brother by his real name, not his heroic alias, is beautiful. With so many series-defining moments in this story, anyone doubting the She-Ra series will be proven wrong by this one single installment from Bob Forward. **10/10**



SHERA PEARLS BACK IN ANTICIPATION WITH SWORD—SHE GRITS TEETH LIKE A SAMURAI WARRIOR.



SHE SLICES THE AIR CURRENTS WITH FULL EXTENSION, BRINGING THE SWORD FORWARD



AND INTO CAMERA! THE TIP GLEAMS OVER SC—

SAME/AS

The shot of She-Ra cradling Prince Adam on the ground was previously used in the *He-Man* episode "The Littlest Giant," in which Teela is cradling He-Man.

The sequence of She-Ra and He-Man lifting the water tower would later appear at the beginning of "The Inspector."

Hordak's transport in this episode is called the Command Crawler and would be reused as Entrapta's Trapper Tank in "Romeo And Glimmer."

TRIVIA

- When Prince Adam enters the dimensional gate, we see some marvelous effects never seen before, or again, in either the *He-Man* or the *She-Ra* series.

- Much of the footage of the Horde Troopers was going to be reused in the shelved season 2 episode "The Silaxian Wars," which was planned to depict the biggest war ever seen on the show.

- Colin is voiced by John Erwin in one of his few guest roles in the *She-Ra* series.

- This script establishes the mineral Etherium, which, much like Eternium in the *He-Man* series, is a source of power for machines.

- Hordak made sixty-eight appearances in the series.

- This episode is the only one of the series in which the villains leave victorious.



BONUS SWORD TO EVERYTHING:

She-Ra transforms the Sword of Protection into a large staff, which she uses to destroy two Horde waspoids.



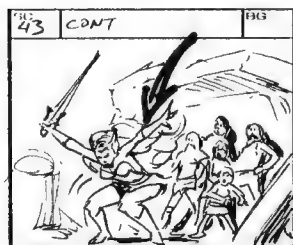
This amusing illustration of children watching Prince Adam transform into He-Man on their TV was inserted by Don Manuel into the storyboard at the moment the scripted transformation takes place!

DELETED SCENES

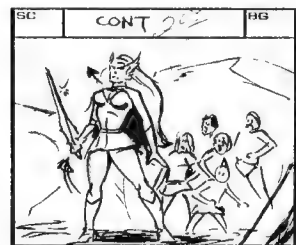
In a brief piece of removed dialogue, before transforming into He-Man, Prince Adam remarks, "I can see that if I'm going to be of any use here . . . I'll have to become He-Man!" Only the latter part of the dialogue was used.

In the original script, when She-Ra sees He-Man sitting down and supporting the entire mountain, she says, "He-Man," whereas in the final episode she says, "Adam."

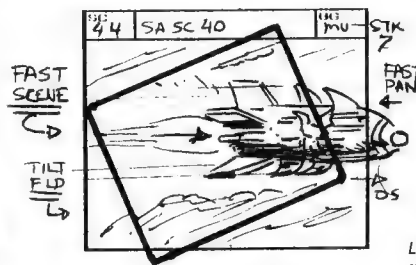
When She-Ra calls out, "He-Man! He-Man!" the script suggests that an alternate line be recorded with She-Ra calling out, "Adam! Adam!"



SHE LANDS HARD, SHIFTS WEIGHT CAT-LIKE.

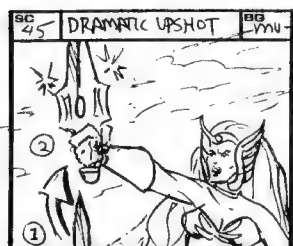


AND RAISES UP DRAMATICALLY WITH SWORD READY.



MISSILE GAINS FAST DS -

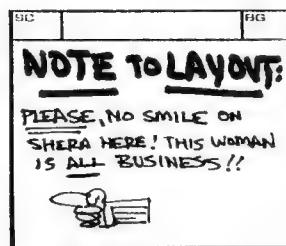
Left: Don Manuel's storyboards show a determined She-Ra.



SHERA RAISES SWORD DRAMATICALLY..
SHERA
Sword to shield!



IT FLASHES INTO A SHERA SHIELD!!!





ADAM GATHERS HIS WITS AS SHERA COMFORTS HIM
SHERA
Adam! Welcome back to Etheria, my brother. You came at a good time.

LS-
BUILDING
WRECKAGE
OF DRYL
SMOKE
CLEARS
OS
→

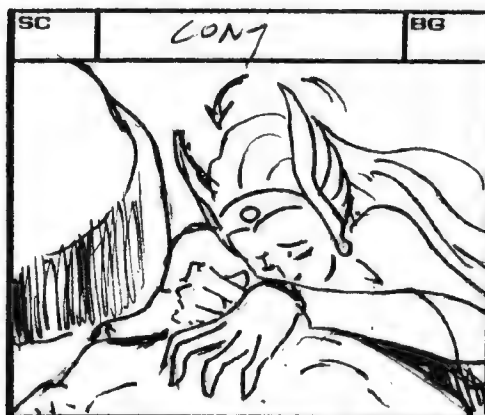


HE MAN STRAIGHTS UP WITH ROCKS OVERHEAD.



SHERA ENTERS SC, LEANS ON ROCKS WITH TEARS - SHERA
(calling)
He Man! He Man! I'm coming!

MU-7
+
NEW OL-UL
268
ROCKS -
←



SHE SLUMPS DOWN, SAD.
SHERA (CONT)
(to herself)
Oh, please be all right!



HE MAN, HOLDING A SUPPORT, TURNS TO OS SHERA
HE MAN
Whenever you are.

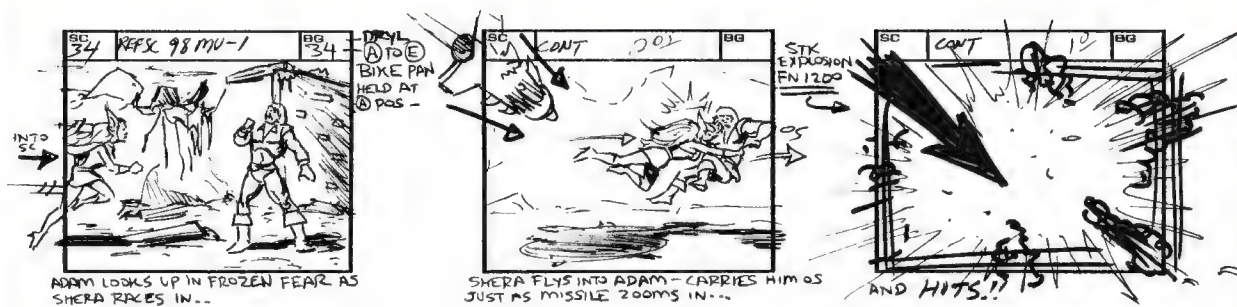
← PAN (C)



PAN TO SHERA HOLDING OTHER.

← PAN
AFTER
HEMAN DIAL

Go!
SHERA

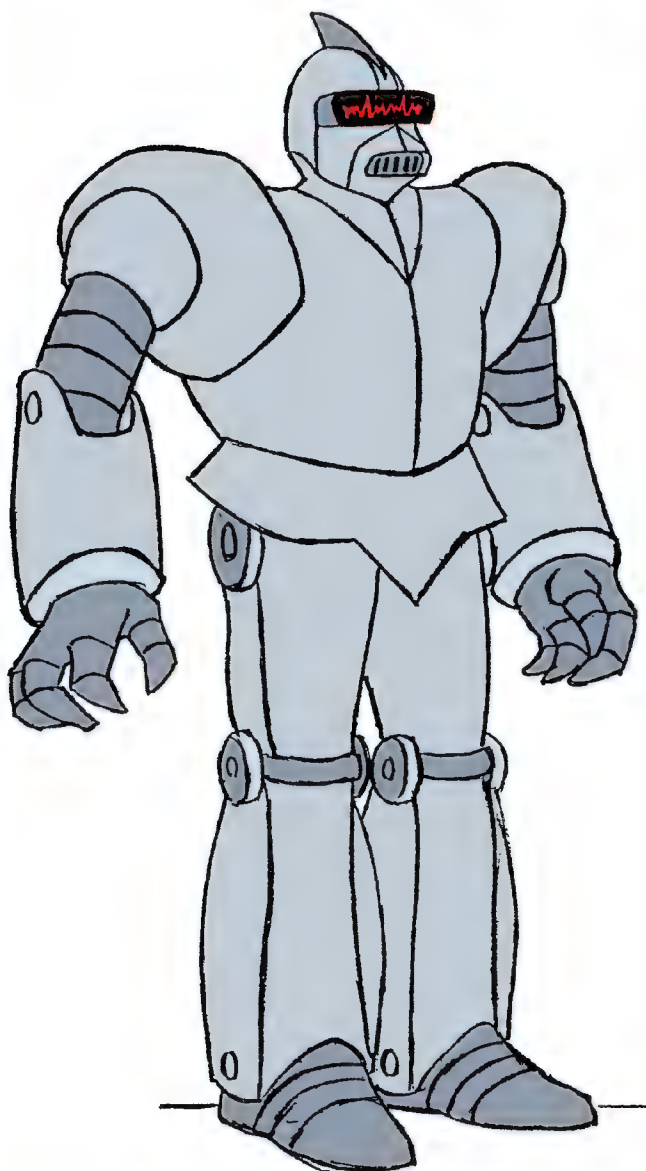


Right: In this storyboard panel, Don Manuel illustrates a group of villagers, with the back row composed of his fellow Filmmation storyboard artists! From left to right, they are Vic Dal Chele, Michael Swanigan, Bob Forward, Robert Lamb, and Don Manuel himself.



VILLAGERS

(ad lib)
Yes! Where is she? Why isn't she here?



PLAY IT AGAIN, BOW

CAST Adora, Bow, Broom, Catra, Frit, Glimmer, Kowl, Madame Razz, She-Ra, Spirit, Sprag, Spritina, Sprocker, Swift Wind, True Blue



MEMORABLE QUOTES

"That was our song. That's over. The song ended when you went away." [Madame Razz has some stern words for her former flame, Frit]

"Stop paying attention to your knees and your head. Just listen to your heart." [Broom gives Madame Razz some much-needed advice about love]

"Play it again, Bow." [Broom appropriately quotes the title of the episode]



SYNOPSIS She-Ra saves an elderly man from harm when he loses control of his rickety old wagon. He introduces himself as Frit and tells her that the Horde took his horse, True Blue, and now he must push the wagon himself. She-Ra takes him to the Whispering Woods, thinking they could find a way to get True Blue back.

At the woods, Glimmer tells Adora that Frit spends his time collecting bottles to add to his Monument to Freedom. Frit asks Bow to play him a song to pass the time. Madame Razz reacts to the song, "Just We Two," by demanding Bow stop playing, as the tune holds painful memories. She and Frit are revealed to be former partners who separated when he suddenly left her.

While Adora and Kowl set off to look for True Blue, Bow takes Frit home. Arriving at Frit's mountain home, the Rebels are astonished by his artistic creation, the Monument to Freedom, but Catra soon appears, intent on destroying it. She arrests the Rebels, but Spirit escapes.

Adora finds True Blue in the clutches of the Horde. She changes into She-Ra and

battles some Horde Troopers to free him. Spirit alerts her to the danger of Catra and is transformed into Swift Wind. While Kowl accompanies True Blue back to Frit's home on foot, She-Ra and Swift Wind take to the skies to reach their friends quicker.

Tied to Frit as a prisoner, Madame Razz recalls that she chose to join the Rebellion to battle the Horde when he left. To make up for their previous parting, she casts a spell to defend the monument from Catra's attack just long enough for She-Ra to arrive. Catra and her Troopers fire their weapons at Frit's Monument to Freedom, but She-Ra uses the Sword of Protection to defeat the Horde. She-Ra holds the damaged monument upright, allowing Madame Razz to use her magic to save it, changing it from the form Frit built into a shiny crystal installation. Frit thanks her for making it a permanent fixture of the landscape. Kowl returns with True Blue, bringing Frit and his horse together again.

The Rebels depart, with Broom asking Bow to play "Just We Two" again.

MORAL LOO-KEE. "Hi! It's Loo-Kee! Did you find me today? Well, take another look. I'll bet you see me now! That sure was some tower Frit built! The colored bottles represent people of many colors. They also represent the hope that we can become stronger and even more beautiful people if we live and work together with love for one another. I guess there is nothing more important than that."

REVIEW This episode is worthy of sung praises. Frit is an excellent elderly addition to the cast—a tad doddery and a bit frail, but with great stories to tell that captivate all those around him. His bottle sculpture is a nice representation of freedom, but his history with Madame Razz is what makes the episode stand out, as it suddenly gives her a heartbreaking backstory. While "Just We Two" is the musical equivalent of nails down a blackboard, the scenes in which Madame Razz reminisces with Frit are touching, and her scenes with Broom use excellent humor to delve deeper into her character and their friendship. Madame Razz is the star of this story, and although we'd rather Bow never play it again, watching this episode is always a pleasure. 7/10



RAZZ BLUSHES

RAZZ
And you still know how to sweet talk a girl.



CLOSER ON FRIT + TWIGGETS

SPRITINA
That was wonderful Tell us another story, Frit.

PP-2

FRIT
TURNS
1st
STAGGER
TWIGGETS
TURNS



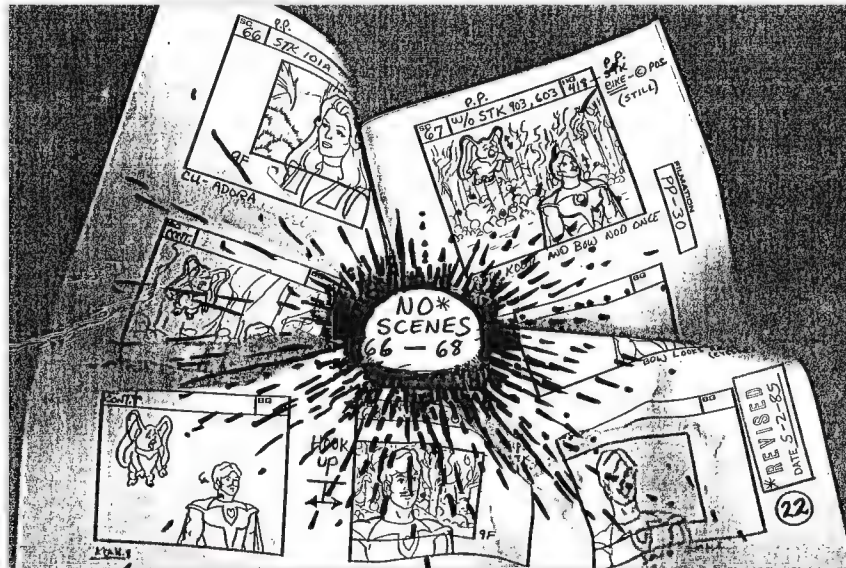
FRIT TURNS TOWARD Q.S. BOW

FRIT
Why don't we ask Bow to sing us a song?

SAME/AS

The animation of She-Ra running, somersaulting, and deflecting a blast with her sword was previously used in "Duel at Devlan."

Some of the sequences of She-Ra picking up the Horde Troopers would later appear during the stock-filled opening to "The Bibbet Story," the penultimate episode of the series.



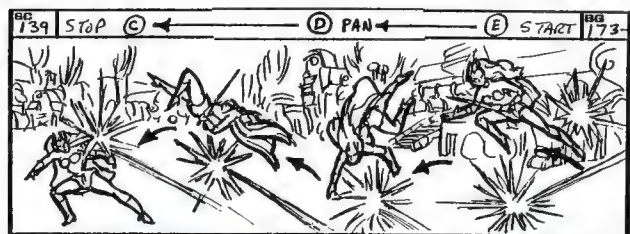
DELETED SCENES

In a brief deleted scene Bow requests to go with Adora to the village as her protection.

by the onrushing Spirit, who disrupts the Horde Trooper.

In the original script Kowl is captured by a Horde Trooper from behind the logs, only to be rescued

A scene heavily cut for time had Bow play the song again while Madame Razz and Frit danced, all the while captives of the Horde.



IS SHE GOING TO LOSE IT?
Uh-oh! Mustn't lose this one.



Frit was designed to be a male version of Madame Razz, which explains the hat covering his eyes and his bizarre posture.



TRIVIA

• This episode was originally titled "Play It Again, Willawind"; Willawind was a character that was due to appear as a regular cast member in the *She-Ra* series.

• Frit is voiced by George Dicenzo.

• Frit was designed by character artist Dale Hendrickson.

• Bizarrely, when Bow sings "Just We Two" the words do not match the movements of his mouth.

• On two occasions in the episode, the power of Castle Grayskull illuminates the surroundings. Firstly, when Kowl hides behind a pile of logs, we see the iridescent yellow glow of Adora's transformation into She-Ra light up the logs. And secondly, when She-Ra transforms Spirit into Swift Wind, we see Kowl and True Blue turn away from the light, bathed in an iridescent yellow glow.

• The script states that the Watts Towers in the Simon Rodia State Historic Park of Los Angeles are an "anthill by comparison" to Frit's structure.

• Frit would reappear in an odd cameo scene at the very end of "Portrait of Doom."



THE RELUCTANT WIZARD

CAST Adora, Arrow, Bow, Broom, Catra, Hordak, Kowl, Light Hope, Madame Razz, Shadow Weaver, She-Ra, Spirit, Swift Wind, Wizard of the Tree



MEMORABLE QUOTES

"What matters is there must be only one power on this planet, and that is the Horde." [Hordak dislikes the threat that the Wizard of the Tree poses]

"The Horde is dangerous to you, not me. I have better things to do than protect weaklings." [The Wizard of the Tree cares not for the Great Rebellion]

"Getting up in the morning makes Catra mad." [She-Ra makes an interesting observation]

SYNOPSIS After Madame Razz is saved from a Horde Trooper by a magical tree, the Rebels speculate whether it could have been the work of a mythical wizard who is said to have built his entire world inside a tree. Adora thinks he could be a good ally for the Rebellion, and so they travel to find him.

On a dusty desert road, the Rebels encounter flaming walls, attacking plants, and a giant chasm opening up in front of them—all, they suspect, the work of the Wizard. When they finally find the tree, the Wizard of the Tree admits that he was responsible but wants to be left alone. The Rebels continue to pester him, prompting him to drag them to a dark place where monsters attack them in an attempt to scare them away. She-Ra reasons with the Wizard and apologizes for making him angry, promising that they would never try to force him to help them. He relaxes, and the dark world becomes a beautiful garden of tranquility. He tells the Rebels that he retreated from the world after people repeatedly judged him for his looks.

Bow accidentally insults the Wizard of the Tree, and the Rebels are transported outside again, rebuked by their host, who perceives more unkindness.

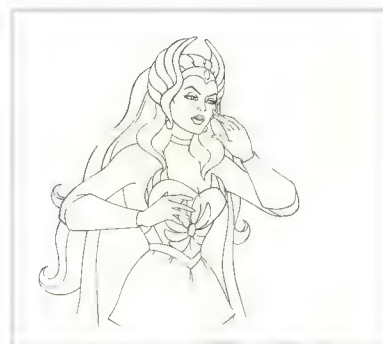
After Shadow Weaver recalls the legend of the Wizard of the Tree, the Horde also venture to his tree home, intent on claiming his power. When Hordak fires energy blasts at the tree, the Wizard places a protective bubble around it, but Shadow Weaver steals his strength with the energy-sapping Cloud of Doom.

As Hordak orders his forces to cut down the tree, She-Ra and the Rebels battle them. While Madame Razz takes out the Horde Troopers with a spell, She-Ra uses her cunning and skill to force Catra, Hordak, and Shadow Weaver to flee.

The Wizard of the Tree thanks the Rebels but expects that they now want his help in return. She-Ra corrects him, stating that they fought for his right to choose, and he is not in their debt. Choosing to think about it, he fades from sight as the Rebels depart for home.

MORAL LOO-KEE. "Hi! It's me again, Loo-Kee! Did you find where I was hiding today? Find me yet? Here I am! In today's story, the Wizard was made unhappy by what someone said about him. You know, if you can't say something nice about a person, it's better not to say anything at all. Of course, it's always best to say something nice! Hey, you're wonderful! Bye now!"

REVIEW This episode is at times frustrating, but it's ultimately a success due to some painfully honest characterization. From the roadblocks he puts in place to stop the Rebels from advancing to his home to the attacks he throws at them inside it, it is clear the Wizard of the Tree simply wants to be left alone. The Rebels fighting for his choice is one of the series' most adult moments. And while it may seem like an anticlimax when he doesn't jump at the chance to join them, it at least is a realistic scenario and one that they must just accept. The Rebels learn that sometimes the world is not black and white; the shades of gray complement the Wizard's inner world and make this one of the series' melancholic episodes. **7/10**



SAME/AS

The Squabbit that shows up at the start of the episode would reappear in "When Whispering Woods Last Bloomed" as a Chibbit.

The creatures created by the Wizard of the Tree were previously used in the *He-Man* episode "Search for the Past."



DELETED SCENES

A scene removed for time had Madame Razz attempting to thank the tree, only to upset Broom in the process and cause the tree to tell her to leave.

The Horde Trooper that Hordak destroys was originally scripted to fall down the trapdoor.

In a piece of removed dialogue, the Wizard of the Tree insults Madame Razz's flying, prompting Broom to agree.

In the original script Hordak chastises Catra for calling him "a miserable insect," before realizing that she was actually talking to She-Ra.

TRIVIA

- The Squabbit that appears in the very first shot of the episode also appears in the very first shot of act 2, and also the very final shot of the episode.

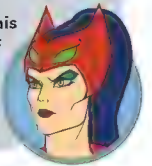
- Madame Razz was designed by artists Herb Hazelton and Lew Ott, based on many different concepts provided by the character design department.

- In the script, the Wizard of the Tree is described as "an old recluse" and "rather ugly."

- The Wizard of the Tree was designed by character artist Larry Eikelberry.

- The never-seen sulfur pits are referenced by Catra when she threatens a Horde Trooper.

- A running gag throughout this episode sees Bow teased by all of his allies at one point or another.



BONUS HORDAK ATTACK: In an attempt to seize She-Ra, Hordak transforms both of his feet into rockets and flies toward the Princess of Power. Hordak misses She-Ra and collides with Catra's ship.

Below: She-Ra unsheathes the Sword of Protection as she attempts to fight the effects of Shadow Weaver's Cloud of Doom.



FRIENDS ARE WHERE YOU FIND THEM

CAST Adora, Bow, Catra, Grizzlor, Hordak, Imp, Leech, Prince Jol, Queen Angella, Robo-Friend, She-Ra, Spirit, Swift Wind



MEMORABLE QUOTES

"Don't take any chances. You're the only one around here I can trust." [Hordak reveals the truth to Imp]

"I'm in touch with She-Ra all the time. As a matter of fact, when she gets in trouble, I'm the one she calls." [Bow foolishly begins to tell Adora of his connection to She-Ra]



SYNOPSIS While on a leisurely flight in space, She-Ra holds off a Horde fleet that are chasing an unidentified craft. The craft explodes, and an escape pod plummets to Etheria, with She-Ra and Swift Wind giving chase. Young Prince Jol of Antares exits the pod and tells She-Ra that his Robo-Friend's guidance system has been damaged. Without it, he won't get home.

At Bright Moon, Jol meets other young people, who invite him to play a game after they have done their chores. After they ask if the Robo-Friend can help them clean up, he sternly tells them that Robo-Friends only help their owners and nobody else.

At the Fright Zone, Hordak wants the Robo-Friend, as it is one of the most powerful robots in the galaxy. Imp offers to go to Bright Moon to collect information about it.

While waiting to make contact with Jol's parents, Bow and Adora offer him a gift in the form of a repaired Robo-Friend. Jol is able to fix the robot and shows the other young people what it can do. He changes it into a catapult but endangers the group

when the projectile it fires hits a turret. She-Ra catches the falling turret, but Jol is afraid that he could have hurt someone.

While the young people hike to Big Ditch Canyon, Hordak gives Imp a bugging device that will make the Robo-Friend work for them. Catra, Grizzlor, and Leech show up to distract the Rebels while Imp plants the bug inside the Robo-Friend. The Horde are easily beaten, but the newly programmed robot takes Jol prisoner and heads into the skies toward the Fright Zone. She-Ra jumps on Swift Wind and follows them, blocking the Robo-Friend's vision with a smokescreen from her sword and causing it to drop Jol. She catches him as the robot crashes into a mountain and shatters.

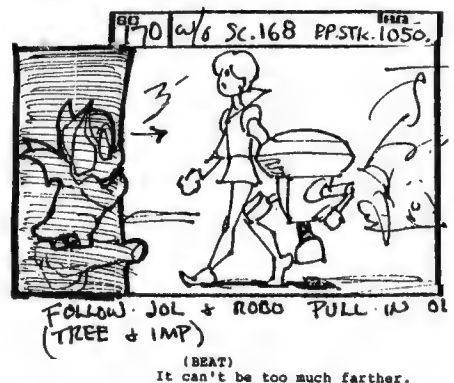
Back at Bright Moon, the Rebels have made contact with Jol's parents, and Bow presents him with a newly fixed and reprogrammed Robo-Friend. Jol thanks his new friends for their company, telling them he now realizes that robots are programmed to help you, but people help you because they really care.

MORAL LOO-KEE. "Hi! It's your friend, Loo-Kee! Did you try to find me in today's show? If you didn't, try now! Look closer! Here I am! In today's story, Jol learned a very important lesson. He learned out of all the things in life that people may have, there is nothing more precious and more important than the friendship of other people. You see, people need a lot of things, but most of all, people need other people."

REVIEW Clearly coming from the Filmation School for Whiny Kids, Prince Jol is not only unlikable but also the main problem with this episode. The Rebels, and the children at Bright Moon, are continuously kind, hospitable, and patient; so when Prince Jol whines over and over again, we end up not caring whether he gets his Robo-Friend back at all. The Robo-Friend itself is supposed to be one of the most powerful robots in the galaxy, yet it spends most of the episode either out of action or functioning like a child's toy. It's not even clear what Hordak would do with it. While Imp is well written, this episode is ultimately rife with problems that were never going to be solved by including a child so unbelievably bratty that it's hard to like him even when he's being nice. 2/10



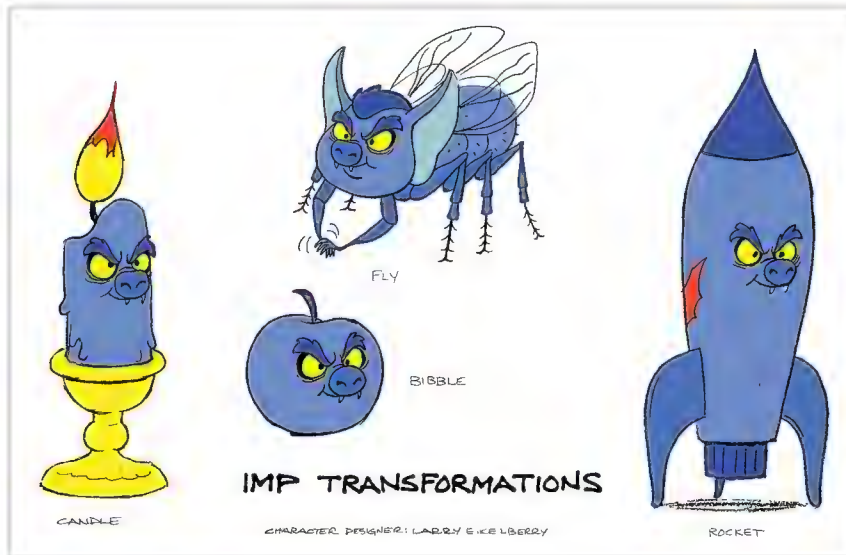
Right: Imp spies on Prince Jol and the Robo-Friend as they head toward Big Ditch Canyon.



SAME/AS

Aside from Prince Jol and Kay-Lo, the other children are all character designs that appeared in *He-Man*: young Prince Adam from "Creatures From The Tar Swamp" and Cynda and Tager from "Three on a Dare."

When She-Ra approaches Catra, the animation is reused from the scene in which She-Ra approaches Trap Jaw and Tri-Klops in "Battle For Bright Moon."



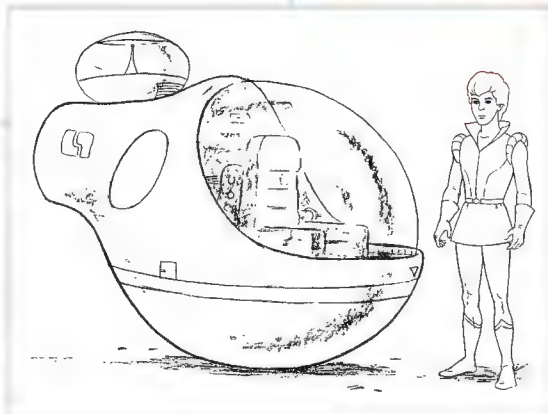
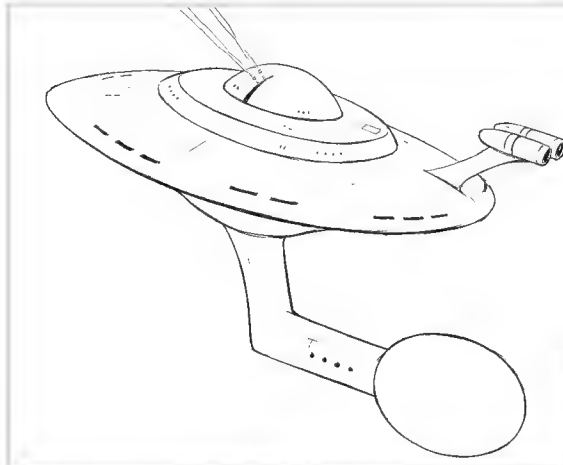
DELETED SCENES

The script states that there is another escape pod which contains Jol's parents. It ends up on Antares, which is why Jol states that the Robo-Friend's guidance system is damaged.

Though never mentioned in the actual episode, the boy who attempts to make friends with Jol is called Kay-Lo.

In an altered scene, Imp transforms into a toothbrush, then changes his mind, stating that he "might get somebody's cavities."

In the original script the Robo-Friend does not fly at the end of the episode. Instead it grows huge legs and walks, eventually crashing into a tree and returning to its normal size via a series of transformations.



TRIVIA

- This episode features one of six occasions in which She-Ra would venture into space without a helmet. The other five are "Bow's Farewell," "The Time Transformer," "Assault On The Hive," "Swift's Baby," and *A Christmas Special*. Interestingly, four out of the six were written by Don Heckman.

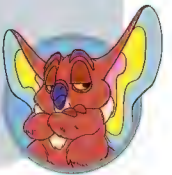
- The spacecraft that the Horde attack at the start of the episode is clearly influenced by the design of the starship *Enterprise* from the classic *Star Trek* series.

- In the script, every time that Antares is mentioned, writer Don Heckman includes the phonetic accompaniment "annTAREez."

- This is the only episode in the series in which Queen Angella would feature in the story without an appearance from Glimmer.

- All of Imp's transformations in this episode were designed by Larry Eikelberry.

- In this episode we see a close-up of the "OBEY" statue that Hordak destroyed in "Into Etheria."



BONUS SWORD TO EVERYTHING:

Firstly, She-Ra transforms the Sword of Protection into an oversized racket and proceeds to destroy a Horde Bat-Mek. Secondly, she transforms the sword into a smokescreen. However, the shape of the sword does not change; smoke simply emerges from the tip of the blade.

BONUS IMP-ISH BEHAVIOR:

Preparing to journey to Bright Moon, Imp transforms into an apple but worries that someone may eat him. He then transforms into a candle, but Hordak worries he may get burned. Finally, Imp transforms into a rocket and heads for Bright Moon. Imp journeys back to the Fright Zone by transforming into a relatively large blue insect.

A TALENT FOR TROUBLE

CAST Adora, Broom, Catra, Grizzlor, He-Man, Hordak, Leech, Madame Razz, Mantenna, Orko, Shadow Weaver, She-Ra, Sorceress, Spirit, Swift Wind



MEMORABLE QUOTES

"Mantenna, little wizard, Hordak, Fright Zone, Madame, oh, you've got to help." *[A breathless Broom attempts to recount the sequence of events]*

"Man-At-Arms always said no one could figure me out. I guess he was right." *[Although a prisoner of the Horde, Orko still retains his humor]*

"I'll help, too. I like that little guy's spunk." *[Madame Razz has quickly grown fond of Orko]*

SYNOPSIS After offering to help the Sorceress spring clean Castle Grayskull, Orko is whisked away to Etheria by mistake. Unsure of where he is or how to get home, he suddenly crosses paths with Madame Razz and Broom, who are returning to the Whispering Woods following a scouting mission. Before they can properly get acquainted, Mantenna arrests Madame Razz and Orko, but Broom escapes.

Adora spots Broom flying overhead without Madame Razz and so transforms into She-Ra to investigate. Broom tells her of the situation, prompting She-Ra to alert the Sorceress, who sends He-Man to Etheria to help rescue Orko and Madame Razz.

At the Fright Zone, Shadow Weaver is unable to identify what exactly Orko is, and so Hordak examines him using his Mind Sweeper device. When all tests prove inconclusive, the Mind Sweeper explodes due to Orko's quirky mind, leaving Orko unharmed and enraging Hordak. Shadow

Weaver is astonished by Orko's uniqueness and suggests sending him to Horde World to be experimented on.

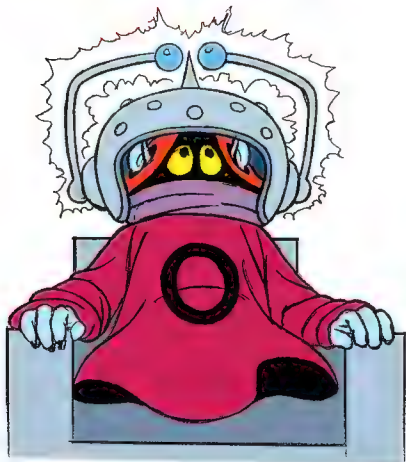
She-Ra and He-Man are attacked by Bat-Meks as they approach the Fright Zone. Making short work of the pilotless planes and the subsequent attacks of Catra and her Force Squad, the Twins of Power free Madame Razz, who teleports them to the spaceport, where they find Orko imprisoned in a shuttle bound for Horde World. While She-Ra battles Hordak and Shadow Weaver, the shuttle sets off. He-Man leaps toward the rocket and clings onto the sides before bursting inside and freeing Orko from his glass prison. Before the shuttle nose-dives to the ground, Orko jumps out and parachutes to safety. He-Man follows, his fall broken by a Hay Transport thrown into perfect position by She-Ra.

Back on terra firma, Orko is formally introduced to She-Ra for the first time and reunited with He-Man.



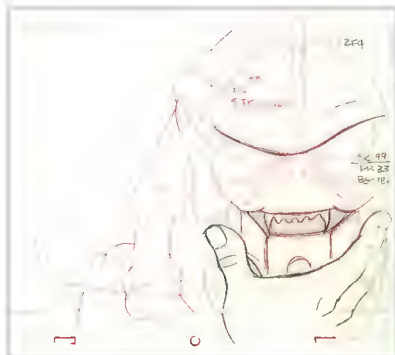
MORAL LOO-KEE. "Hi! It's me again, Loo-Kee! Did you see where I was hiding today? If not, take another look. See me now? Here I am! In today's adventure, when the Sorceress needed help, Orko was right there to lend a helping hand. When you come to think of it, lending a helping hand is another way of saying 'I'm your friend.' Well, see you next time!"

REVIEW Because Orko was absent in the "Sword of She-Ra" episodes, his first meeting with She-Ra seems overdue. While Orko and Madame Razz make for a fun pairing, it is the little Trollan who emerges on top, with the hilarious scenes in which Hordak struggles to figure him out being the highlight. You feel every ounce of He-Man's protectiveness, particularly when the Horde opt to send Orko to Horde World. This episode is a very good example of why Filmation chose to include characters like Orko and Madame Razz in their shows. They give the series balance and comic relief, of course, but they're also a part of the family that you can't help but love. **7/10**



SAME/AS

When She-Ra communicates with the Sorceress, she holds the Sword of Protection in the same position as her "I am She-Ra" pose from the transformation sequence.



Right: She-Ra strikes a familiar pose as she prepares to unsheathe the Sword of Protection.

The animation of Hordak transforming his arm into a traditional gunpowder-based cannon would later appear in the episodes "The Perils Of Peekablue," "Sweet Bee's Home," "Glimmer Come Home," and "The Inspector."



DELETED SCENES

In a removed scene, as the Mind Sweeper examines Orko's brain, a second image was to show little Orko at a party: diving into a pool, performing magic tricks, and even piloting mini Wind Raiders.

A scene heavily cut for time had Mantenna and Scorpia face She-Ra and He-Man and, after being defeated, end up in the Fright Zone moat being frantically chased by a Moat Monster.

In the original script Hordak's energy beam knocks She-Ra's sword from her hand just before the Mantor grabs her.

Referencing an earlier deleted scene, Mantenna and Scorpia swim in the moat past a confused Hordak, who subsequently transforms into a small hydrofoil boat to escape the Moat Monster.



Hordak rides the Mantor, a creature based on a Mattel concept illustration by Ed Watts for the Mantisaur.



TRIVIA

- The opening panning shot of Castle Grayskull mistakenly uses the daytime colors of the castle against the night sky.

- Broom made forty-four appearances in the series.

- For the first time in the series, we see Hordak's throne impressively rise and rotate into position.

- When Hordak is shocked at the images shown to him by the Mind Sweeper, he is illustrated in one shot with small yellow pupils.

- The robotic green insect that Hordak pilots is called Mantor and is based on an early concept of the Mantisaur steed from the Masters of the Universe toy line.

- Mantor was designed by character artist Lew Ott.

- After thirty-three episodes of the series, She-Ra and Orko finally meet. We will not see him meet Adora until "Loo-Kee Lends a Hand."



BONUS HORDAK ATTACK: Frustrated with Orko, Hordak transforms his arm into a buzz saw but is stopped by Shadow Weaver before he can use it. Hordak later grows angry at the failure of his Mind Sweeper and changes his left arm into a traditional gunpowder-based cannon, complete with fuse.

TROLL'S DREAM

CAST Adora, Arrow, Bow, Duke Drear, Grox, King Ahgo, Kowl, Scorpia, Shadow Weaver, She-Ra, Sprag, Sprocker, Swift Wind



MEMORABLE QUOTES

"Hmmm. Flying Twiggets. How unusual." [Kowl observes a strange occurrence in the Whispering Woods]

"Sprag, I've never been so ashamed of you in all my life!" [Adora loses her patience with the Twigget]

"Listen, all of you! I gave an order, and if you don't like it, you can leave the Rebellion once and for all. And that's my last word on the matter." [Adora tires of her allies' unwillingness to aid the trolls]



SYNOPSIS At the Whispering Woods, Sprag and Sprocker catch a large troll spying on the Rebel camp. The Twiggets, along with Bow and other Rebels, try to trap it, but the troll is too powerful and will not be caught. Adora steps in between the two warring parties. The troll introduces himself as Grox and tells Adora that King Ahgo needs to speak to She-Ra urgently. Adora promises to send her to Spikeheart before scolding Sprag and the others for their behavior. She orders them to accompany She-Ra and Grox to learn a lesson.

In Spikeheart, King Ahgo tells She-Ra and the Rebels of a disturbing prophecy he has foreseen. In his dream, a great tank unearths the terrible Spider of Crystal from its age-old prison, allowing it to wreak havoc on Etheria. He tells She-Ra that they must prevent the prophecy from happening or the planet will be in grave danger.

While the Rebels set off, Scorpia uses the Scorpion Crawler to clear the entrance to the mountain of the Spider of Crystal under Shadow Weaver's orders.

On Skull Path, the Rebels are spotted by Duke Drear, a Horde governor, who attacks

them with magical Bone Bats. Grox saves Bow and Sprag from the clutches of one of the creatures but is captured himself. Seeing the error of his earlier ways, Sprag suggests they rescue him. While She-Ra continues to prevent the Spider of Crystal from being released, Bow, Kowl, and Sprag travel to Drear Keep, where they are accosted by Duke Drear. Together, they disarm the villain, find Grox locked in a cell, and free him, much to the troll's surprise.

Inside the mountain, Shadow Weaver awakens the Spider of Crystal. When her spell goes wrong, she and Scorpia flee, and the giant spider is let loose. Stalking the barren land, She-Ra observes it heading for a village. As the spider encases houses in its crystal web and villagers run for their lives, She-Ra pushes two sides of a mountain into a valley in order to trap it. King Ahgo rejoins her and casts a spell that magically imprisons the Spider of Crystal once again, protecting Etheria.

Back at the Whispering Woods, King Ahgo and Grox celebrate with Adora and the Rebels. Sprag apologizes to Grox, promising never to let prejudice influence him again.

MORAL LOO-KEE. "Hi! It's Loo-Kee again! Did you find my hiding place today? If not, look now. Find me yet? Here I am! In today's story the troll had a dream. And when I think of dreams, I think of sleep. And next time you're told it's bedtime, remember that getting enough sleep is a very important part of your good health! Pleasant dreams!"

REVIEW King Ahgo's prophecy gives this episode an exciting basis. However, Larry DiTillio's script is essentially a story about acceptance, and it even describes prejudice in the upper ranks of the Great Rebellion. Adora's brief appearance gives excellent reason for her being a leader. She's persuasive, diplomatic, and firm with both Bow and Kowl for their treatment of Grox. But it is Sprag, surprisingly, who gains the most from the episode. Having made himself quite unlikable in the opening scenes, Sprag's change in character is a believable one, especially after Grox saves him, with the Twigget humbly admitting his shame over his earlier behavior. It is also great to see the trolls again. After such a strong debut, King Ahgo and his kind are criminally underused in the series, but at least they have a strong return in this thrilling episode. **7/10**



SAME/AS

Much of the footage of She-Ra and King Ahgo in Spikeheart is taken from "The Crystal Castle," albeit with new dialogue.

The close-up sequence of She-Ra pushing the mountain peak would later be used as She-Ra pushes the UnFortress in "The Greatest Magic."



DELETED SCENES

In the original script, Sprag very violently threatens to punch off Grox's kneecaps.

The original moral to this episode addressed racial prejudice, more in keeping with the story's theme.

In a removed scene, upon arriving at Drear Keep, Kowl requests to stay behind with Arrow, explaining that he would not want the horse to get lonely.



TRIVIA

- Although still voiced by Lou Scheimer, Sprocker's voice is vastly different.

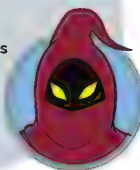
- In the script, Duke Drear is described as "something of a comic villain, a wizard in his late sixties who has a very dour face" and "speaks in a soft-spoken, polite voice."

- Duke Drear was designed by character artists Philip Felix and Harry Sabin.

- Sprag uses the same crossbow that he used in "Into Etheria" and "Battle For Bright Moon."

- The trolls of Spikeheart would make one more appearance in the series in "The Rock People."

- The character models for this episode were finalized on May 6, 1985.



Above: Although Duke Drear was presented as dour, he wore a rather colorful costume.



GATEWAY TO TROUBLE

CAST Adora, Cringer, Battle Cat, He-Man, Hordak, Kowl, Modulok, Prince Adam, Shadow Weaver, She-Ra, Skeletor, Sorceress, Spritina, Sprocker, Tung Lashor



MEMORABLE QUOTES

"No, I don't want any spoo! I hate spoo! I don't even know what spoo is!" [Skeletor declines Spritina's offer of food]

"Give it up, Skeletor! You couldn't find your own face on a sunny day!" [Hordak delivers a memorable insult to his former pupil]

"You are no longer an official Horde scientist. You are Horde cook—until I say otherwise!" [Modulok is demoted]



SYNOPSIS As Adora greets her brother Prince Adam on Etheria, back on Eternia, Skeletor observes the Gate Maker, Modulok's newest creation, which is able to transport large amounts of matter from one world to another. Skeletor plans to use it to send the Royal Family to Etheria, allowing him to rule Eternia in their place. Feeling unappreciated, Modulok races through a portal created by the Gate Maker in the hope that Hordak will pay him more for the machine than Skeletor. Furious, Skeletor follows him to retrieve the Gate Maker.

Witnessing the arrival of the Lord of Destruction on Etheria, Adora and Prince Adam transform into She-Ra and He-Man. They immobilize the villain, and he tells them that Modulok plans to sell the Gate Maker to Hordak so that he can invade Eternia. She-Ra and He-Man call a truce with Skeletor until they can retrieve the Gate Maker.

While She-Ra and He-Man plot their route to the Fright Zone, Skeletor quickly tires of the truce, deciding to pursue Modulok himself.

After Modulok arranges a deal for the Gate Maker with Hordak, Skeletor arrives

at the Fright Zone and is immediately confronted by Hordak. The warring ex-colleagues duel until Skeletor successfully traps his nemesis in cables hanging from the roof. He continues into the Fright Zone to look for Modulok. Hordak frees himself and demands that Modulok start the Gate Maker to prepare for the invasion of Eternia.

While a fleet of crafts await the opening of a gateway, the Horde surround the Whispering Woods. Hordak orders tanks and Horde Troopers to attack She-Ra and He-Man to keep them at bay, but the Twins of Power make short work of them. Shadow Weaver conjures up a monster made of pure electricity, which scoops up She-Ra and He-Man. They cross swords, causing a short circuit which defeats the monster and destroys the Gate Maker.

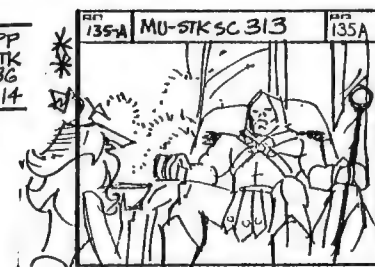
Modulok is demoted to Horde cook after he tells Hordak he cannot build another Gate Maker. Their work done, He-Man heads back to Eternia and is followed quickly by Skeletor.

MORAL LOO-KEE. "Hi! It's me again, Loo-Kee! Did you find me today? If not, look again! See me now? Here I am! Today's story was about a 'gateway to trouble.' And when Modulok went through, he did find trouble on the other side. Getting into trouble is easy, but getting out is harder. Next time you think you're at a 'gateway to trouble,' stop! Don't go in! Bye now!"

REVIEW While it has an excellent premise and a strong start, this episode doesn't live up to expectations. While there are some great moments (including Skeletor's legendary rejection of Spritina's bowl of spoo), She-Ra and He-Man do too much standing around as the villains do completely the opposite. The Rebels seem to simply wait while Skeletor and Hordak sort out their differences at the Fright Zone. And when the Horde decide to open up the gateway right outside the Whispering Woods, it seems like an excuse to remind us that She-Ra and He-Man are in this episode. With the promise of an intergalactic attack on Eternia, our expectations are massively raised, so you can't help but feel a little disappointed when the literal gateway to trouble turns into a gateway to nowhere. 5/10



SPRITINA (VO)
So you're Skeletor.



SPRITINA
Would you like some spoo?

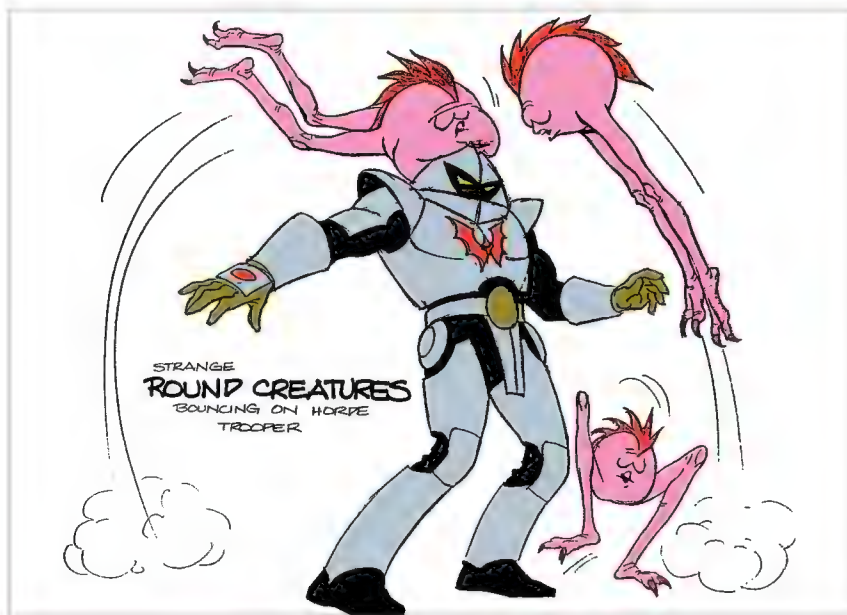
SAME/AS

When Skeletor sits in his own makeshift throne in the Whispering Woods, his pose is instantly recognizable as the one from the *He-Man* episode "Diamond Ray of Disappearance."

The animation of He-Man kicking a Destructo Tank was previously used in the *He-Man* episode

"Disappearing Act" when he kicks Skeletor's Freeze Ray device into the air.

The creature that Shadow Weaver creates uses the same character model as Byte from the *He-Man* episode "Day of the Machines."



DELETED SCENES

In a piece of removed dialogue, Kowl asks one of the Horde Troopers, "Does your babysitter know what you're doing?"

Shortly after arriving on Etheria, Cringer states that he is happy on Etheria knowing that Skeletor is far away.

In the original script Modulok questions why Skeletor is always treating Tung Lashor better than him.

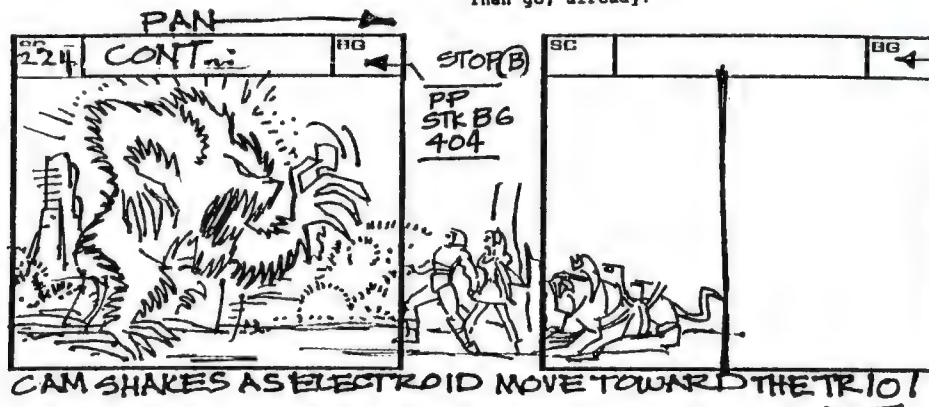
In a brief scene removed for time Modulok turns his hand into a hammer and threatens to thump Tung Lashor's tongue.

In the original script, Sprocker runs to warn Adora of the impending visit from Skeletor after seeing his face through the dimensional gate, shouting, "A face all by itself! Terrible!"

After Skeletor refuses spoo, Sprocker was to sidle up to Skeletor and greet him, with the Lord of Destruction simply shouting, "Go away!"



SKELETOR (OS)
Then go, already!



TRIVIA

• Tung Lashor, as Tung Lash, appears in this episode working for Skeletor, even though he has previously worked for the Horde and wears a Horde symbol.

• Modulok feels unappreciated by Skeletor in this episode; this references his previous appearance in the *He-Man* episode "Mistaken Identity," also written by J. Michael Straczynski.

• Spritina was originally called Sprinkle in the series bible.

• When Modulok joins the Evil Horde, he completes the group assembled in the Masters of the Universe toy line that also included Hordak and the henchmen Grizzlor, Leech, and Mantenna.

• The original Destructo Tanks from "Battle For Bright Moon" make a rare appearance in this episode.

• He-Man and She-Ra cross their respective swords in order to beat their foe for the first time since "Reunions."

• Modulok is demoted to Horde cook at the end of the episode, a situation which is referenced again in "Enemy With My Face."

• The bizarre creatures at the end of the episode were designed by Fred Carrillo.



BONUS SWORD TO EVERYTHING:

She-Ra transforms the Sword of Protection into handcuffs, which bind Skeletor completely, preventing him from moving his upper body and arms.

BONUS HORDAK ATTACK:

Surprising Skeletor, Hordak reveals he has transformed his lower half into a rocket, enabling him to physically attack with his upper half.

Left: William Barry's storyboard shows She-Ra and He-Man confronted by a creature that bears more than a passing resemblance to Byte from the *He-Man* episode "Day of the Machines."



THE UNICORN KING

CAST Adora, Bright Wing, Hordak, Light Hope, Mantenna, She-Ra, Spirit, Swift Wind, Unicorn King



MEMORABLE QUOTES

"I didn't name my new boat the *Sea Fright* just to go fun-sailing with you!" [Hordak reminds Mantenna of their mission]

"I'll just stand right here and not say a word." [Mantenna speaks seconds before he is ejected from the *Sea Fright* by Hordak]

"How can I believe a human and the unicorn slave of a human?" [The Unicorn King has his own opinion of the relationship between Swift Wind and She-Ra]

SYNOPSIS Hordak wants to rule the seas of Etheria as well as the land, and so he pilots the *Sea Fright*, a Horde submarine, on a reconnaissance mission in the Growling Sea. He stumbles across Unicorn Island, a place of harmony and serenity that he thought was just a story. He orders Mantenna to take the Capture Bots and kidnap the unicorns from the island so he can make them his slaves.

Adora and Spirit transform into She-Ra and Swift Wind to enjoy a leisurely flight during some time off, but Swift Wind senses danger as soon as he changes into a unicorn. They go to the Crystal Castle, where Light Hope informs them of the threat to Unicorn Island. He tells She-Ra that she must win the trust of the way Unicorn King to defeat the Horde and defend the unicorns.

On the island, She-Ra defeats Mantenna and the Capture Bots before approaching the Unicorn King. Objecting to Swift Wind bringing a human to their home, the king introduces Bright Wing, a unicorn who was mistreated by a human after putting his trust

in him. She-Ra heals Bright Wing's withered wings, asking for nothing in return but their trust.

While Mantenna lures She-Ra and Swift Wind away from Unicorn Island, Hordak raises a device high in the skies above it. The device generates a powerful force field, trapping the unicorns inside and keeping She-Ra and Swift Wind out. Unable to break through, She-Ra dives into the sea and drills a hole up through the island. Without Swift Wind she cannot reach the machine, but the Unicorn King offers her a ride on his back, as she has gained his trust. They fly to the Force Field Generator and She-Ra pierces a hole in it, which destroys the machine and switches off the force field, allowing Swift Wind inside and giving the unicorns their freedom again.

She-Ra destroys the *Sea Fright*, forcing Hordak and Mantenna to retreat in an escape pod. With Unicorn Island now safe, She-Ra and Swift Wind depart, having gained the full trust of their new unicorn allies.



Below: Keith Tucker's suggested design for the Unicorn King was adhered to by the character design artists.

MORAL LOO-KEE. "Hi! This is Loo-Kee! Did you find me today? Take a look now. Find me yet? I'm right here! Today's story was about cooperation. That means helping each other get something done, like when you help do things around the house. Many jobs can be made easier when we work together . . . when we cooperate with one another. Bye now! Hope you find me next time."

REVIEW Given that Swift Wind is such an important part of the mythos, it's surprising that he spends much of the series as She-Ra's method of transport. Kathryn M. Drennan uses this to explain the Unicorn King's prejudice when he accuses Swift Wind of being She-Ra's slave. Of course, this is far from the truth. Thus the episode allows Swift Wind to prove himself independently—and She-Ra to gain the trust of the Unicorn King. The Horde, meanwhile, bring not only excellent drama but standout humor, too. Hordak and Mantenna flit effortlessly between cruel villains and Etheria's best comedy duo, with Hordak's installing of trapdoors in virtually all of his vehicles winning an award for best joke. The mixture of tension, heart, and laughs makes this episode a very kingly installment indeed. **7/10**



SAME/AS

A great deal of footage from this episode—including Hordak and Mantenna in the *Sea Fright*, Mantenna and the Capture Bots, the Force Field Generator, and much of the footage of the Unicorn King himself—would be reused in the last episode of the series, “Swift’s Baby.”

When She-Ra transforms her Sword of Protection into a shield, the animation is the same as the sequence in “The Price of Freedom.”



TRIVIA

- The *Sea Fright* features a miniature version of Hordak’s Fright Zone throne.
- Unicorn Island is thought to be nothing more than a legend prior to Hordak discovering it.
- The Unicorn King was designed by character artist Herb Hazelton.
- In this episode we see that Mantenna has his own ship, which bears a striking resemblance to him.
- The Unicorn King and Bright Wing would return in “Swift’s Baby.”



BONUS HORDAK ATTACK: Angered by both his defeat and Mantenna, Hordak transforms into a torpedo and pursues his henchman throughout the Growling Sea.

DELETED SCENES

In the original script, when Mantenna takes the Capture Bots out, one of them turns on Hordak and attacks him while Mantenna frantically tries to stop it.

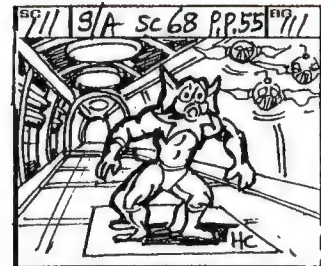
In the script, Swift Wind states that he knows the way to Unicorn Island.

The Unicorn King was originally described as wearing an actual crown.



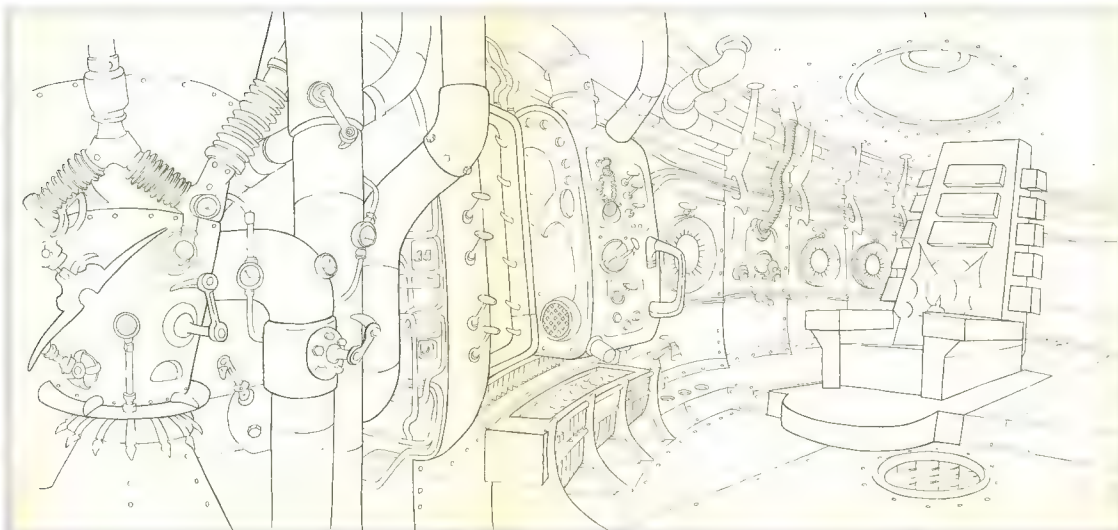
ON HORDAK + MANTENNA + C. BOTS

HORDAK
Only three capture bots left?
And no captured unicorns to show
for it?



ON MANTENNA + C. BOTS

MANTENNA
It was Shera's fault.



Left: The detailed interior of the *Sea Fright* not only includes a plethora of dials but also a throne much like the one seen in the Fright Zone.



THE ANXIOUS APPRENTICE

CAST Adora, Ariel, Castaspella, Scorpia, She-Ra, Spirit, Swift Wind

SYNOPSIS At Castle Mystacor, Castaspella's apprentice Ariel asks to practice magic from the Book of Spells. Castaspella does not think Ariel is ready, explaining that power in inexperienced hands can be dangerous.

Frustrated at her mentor's attitude toward her, Ariel steals the book and ventures out to try some spells. When one goes wrong, she accidentally starts a fire. Castaspella discovers Ariel's disobedience, and Adora goes to find her, soon smelling smoke from the blaze. Adora changes into She-Ra and puts out the flames.

Oblivious to the trouble she has caused, Ariel finds a quiet spot in the Forbidden Zone where she magically erects a sand castle before transforming its walls into gold. On patrol, Scorpia spots the shimmering structure and orders her troopers to confiscate the Book of Spells from Ariel. The young magic maker is soon taken prisoner, and the book falls into Scorpia's pincers. She-Ra hears her cries from afar and saves her from the Horde, but the Book of Spells falls out of Ariel's knapsack.

Ariel returns to Mystacor and apologizes, but then she realizes the book is nowhere to be seen. Castaspella hopes it has not fallen into the claws of Scorpia, as she could use it to release the evil of the Forbidden Zone.

At Scorpion Hill, a minion delivers the Book of Spells to Scorpia, who sends a note to Mystacor, informing the heroes that she will release the evil of the Forbidden Zone unless She-Ra meets her there.

As the Princess of Power makes her way to the location, Scorpia casts the spell and releases the evil. As the ground opens up and lava spews out, Scorpia admires her handiwork, until the spell gets out of control and she becomes stranded on a rock surrounded by flames. With the fire spreading, She-Ra rescues Scorpia and, using the Sword of Protection, manages to prevent the evil of the Forbidden Zone from being unleashed.

Ariel teleports Scorpia away from Mystacor, and she and Castaspella decorate what is left of the derelict Forbidden Zone with garlands of plants and flowers.

MORAL LOO-KEE. "Hi! I'm Loo-Kee! Did you find where I was hiding today? If not, here's another chance. Find me yet? Here I am! Today I'd like to talk to you about the importance of practice, of doing things over and over again until you learn to do them well. Practice doesn't always seem like fun, but whether it's hitting a ball or learning to play a piano, it's something you have to do again and again. As they say . . . practice makes perfect! Bye now!"

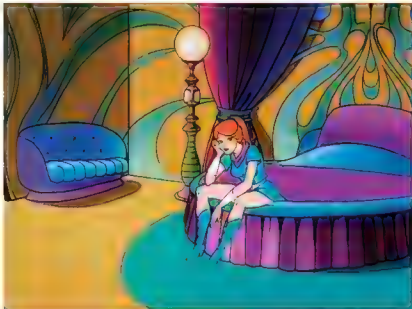
REVIEW If anyone is anxious in this episode, it's Castaspella, not her apprentice. She spends the entire episode worrying: first about Ariel using the Book of Spells, then about her going missing, and lastly about what Scorpia could do with the book in her possession. Castaspella was more fun in previous appearances, but here, she's outshone by her sunny, carefree apprentice. Scorpia's intention to become a powerful sorceress is enjoyably laughable, but her fiery spell turns into something of a damp squib. As the barren Forbidden Zone is in the middle of nowhere, the threat that the evil forces pose to Etheria is more of a passing thought than an actual danger. It's miles away from anywhere we care about, leaving us wishing Carol Baxter had brought the drama a little closer to home. **6/10**

MEMORABLE QUOTES

"Why are the young always in such a hurry?" [Castaspella shows her age]

"Being a magician is easy. I could do it with my eyes closed." [Scorpia makes a statement she will soon regret]

"Sword to lots and lots of rope!!" [She-Ra requires more than the usual amount of rope]



Below: In the storyboards for this episode, Michael Swanigan illustrated the character Angel from the Nelvana animated movie *Rock & Rule* as a suggested design for Ariel!



SAME/AS

Ariel's bedroom is actually Teela's, as seen in the *He-Man* episode "The Starchild."

The birds that Ariel disturbs with her magic have the same design as the Chirpee from "King Miro's Journey."

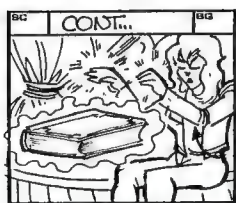


SCORPIA INTO SWEET SMILE!

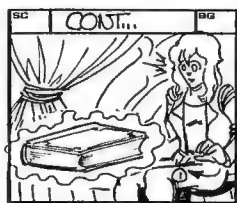
SCORPIA
(sweetly)
Do you know what I'd like you to
do now?



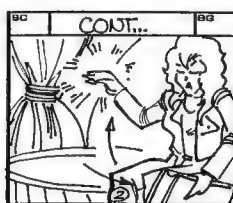
SCORPIA
(yelling)
Get out!



THE MAGIC BOOK APPEARS



ARIEL TAKES BOOK DOWN ON —



— THEN RISES HER HAND

DELETED SCENES

In the original script Scorpia expresses her desire to be Horde Force Captain over Catra, later claiming she would make Hordak do patrol duty if she were queen of Etheria.

The script asks for actual signs throughout the Forbidden Zone warning people to stay out. This was not adhered to in the episode.



TRIVIA

- Carol Baxter wrote starring roles for all three leading Horde ladies: Scorpia in this episode, Catra in "My Friend, My Enemy," and Shadow Weaver in "Something Old, Something New."

- The script establishes the Forbidden Zone as the nether land between the Crimson Waste and Mystacor.

- Although still performed by Linda Gary, Scorpia's voice is very different in comparison to her other appearances.

- Despite leading a maximum of six Horde Troopers into battle, Scorpia lies under a pile of (roughly) twenty-five of them after being defeated by She-Ra.

- Scorpia's minion was designed by character artist Bruce Timm.

- Scorpia's minion refers to Scorpia as "Your Highness," suggesting some sort of royal position.

- This episode features few male vocal roles. Melendy Britt, as She-Ra and Castaspella, and Linda Gary, as Ariel and Scorpia, perform the bulk of the dialogue.



ZOO STORY

CAST

Adora, Arrow, Bow, Grizzlor, Kowl, Kowla, Mantenna, She-Ra, Spirit, Swift Wind, Vultak



MEMORABLE QUOTES

"Only one man on Etheria would be crazy enough to attack two vehicles on horseback!" [Mantenna knows Bow all too well]

"Hmmm . . . trees in prison. Not a bad idea. Not bad at all . . ." [Vultak takes Kowl's sarcasm literally]

"You'll be sorry for this, you . . . you feathered freak!" [Kowl insults the cruel Vultak]

"The only thing that belongs in a Horde zoo is a Horde monster." [She-Ra imprisons Vultak inside the zoo]

SYNOPSIS

Adora, Bow, and Kowl have traveled to the Forest of Freedom to investigate why the exotic animals are disappearing. Kowl notes that there are only a few of his kind left, but he does not need freedom in the wilderness the way the other animals do; he is happy enough with food to eat and a roof over his head. After a Crimson Scracklebird is snatched by a mysterious shadow, Bow challenges a nearby Horde patrol. Adora transforms into She-Ra to join him, leaving Kowl alone.

While She-Ra and Bow bring the Horde patrol to a halt, Kowl happens upon Kowla, a female from his race. As they get to know each other, they too are enveloped and captured by the mysterious shadow that took the Crimson Scracklebird.

She-Ra and Bow return to find Kowl has gone; the discovery of a bunch of his feathers suggests something sinister has happened. On information extracted from the Horde patrol, they travel to Outpost Six to solve the mystery of the disappearing animals.

Kowl and Kowla learn the identity of their captor, Vultak, a member of the Evil

Horde. Vultak locks them in a cage at Hordak's zoo, which is protected by hungry snapgators, a force field, and Zootrons, Vultak's robot guards. Kowl challenges Kowla's presumption that they are at least safe, saying that he now understands the importance of freedom. Thinking quickly, he fools the Zootrons with a card trick shown to him by Bow and unlocks their cell. As he and Kowla begin their escape, Vultak seizes them again.

She-Ra and Bow solve the riddle of the disappearing animals at Outpost Six and head for Hordak's zoo. She-Ra communicates with the snapgators telepathically, and they allow her and Bow to hitch a ride across the moat. They break into the zoo and find the missing animals, along with Kowl and Kowla. After She-Ra destroys the Zootrons, Vultak tries to make a getaway. Bow snares him with a boomerang arrow, and the villain is locked up in a cage.

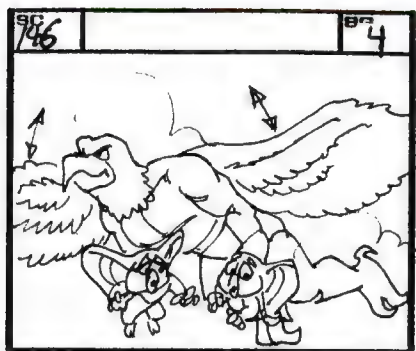
While the animals are freed, Kowl realizes he values freedom far more since his experience at the zoo and says that he would like to get to know Kowla a little better.

MORAL

LOO-KEE. "Hi there! Did you see where I was hiding today? There I am! Today we saw how Kowl didn't really appreciate his freedom until he lost it. So remember, we should concentrate on the good things we have, like sunsets, and flowers, and our family. And let's take the time to show our appreciation by saying thank you. You'll be glad you did! See you next time . . . Will you see me?"

REVIEW

This episode does something special in its first few minutes: it creeps us out. The unidentified shadow that abducts the creatures is sinister and makes for a great introduction to Vultak, who seems to enjoy locking his captives in cages. As a result, the karma is strong when he's eventually locked up in their place. Kowl takes his freedom for granted in the opening scenes, so it's good to see him evolve and come to appreciate it. And while it's nice to see him meet another of his kind, it is also strange that he's so attracted to what is essentially a mirror image of himself with large eyelashes. The story has a great message about valuing your freedom and ties everything together with a fun mystery angle. **6/10**



KOWLA
You're very sweet. But I'm afraid
I have to be going.



SAME/AS

The Crimson Scracklebird's design originally appeared in the *He-Man* episode "Keeper of the Ancient Ruins."

The snapgators were previously used as Garks in the *He-Man* episode "To Save the Creatures."



KOWL and KOWLA CHAINED TOGETHER

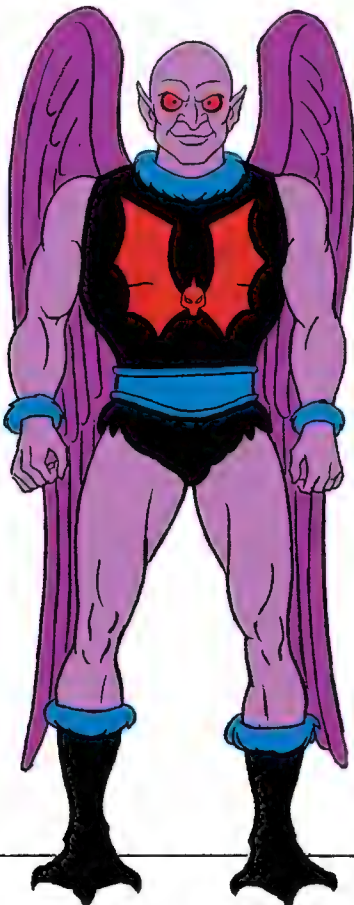
DELETED SCENES

The script describes the animals within Hordak's zoo as looking like "visitors from the bottom of a Jack Daniels bottle."

A scene removed for time had the Horde Troopers emerge from the Laughing Swan Inn and bewail the state of their now-destroyed glondas.

During her battle with the Horde Troopers, the script directs She-Ra to bowl two tires at the Horde glondas "like an ambidextrous pro bowler."

Rather than kicking them, in the original script, She-Ra tumbles toward the Zootrons like a bowling ball and gets a perfect strike.



TRIVIA

- In the series bible it is stated that Kowl is from a race called the Kolians. However, this would never be mentioned in any episode of the series.

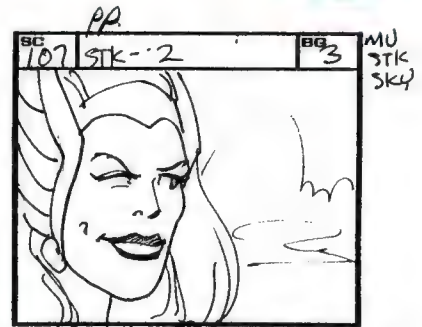
- Although Kowl says that there are few of his kind left, we would later meet his cousin Red Eye in "Birds of a Feather."

- When Mantenna refuses to talk, She-Ra threatens that the trolls of Spikeheart would love to help her extract the truth, referencing the characters seen in "The Crystal Castle" and "Troll's Dream."

- Vultak was designed by character artists Larry Eikelberry and Herb Hazelton.

- In a panning shot we see that Hordak's zoo is within walking distance of the Fright Zone.

- Vultak would return for a brief cameo in "Above It All."



C.O. SHERA SMILES & WINKS
SHERA
Yes, they do. But they like us. And if we were to ask them to get some information from Mantenna...



BIG SHOW OF SHUDDERING.
BOW
Oh, I don't even like to guess what they might do to him.

Left: Vultak would prove to be one of the most memorable guest villains of the series, with writer Robert Lamb even pitching an episode in which He-Man and Stratos battled the flying Hordesman.



INTO THE DARK DIMENSION

CAST Adora, Bow, Broom, Catra, Dark One, Frosta, Glimmer, Hordak, Kowl, Madame Razz, Scorpia, Shadow Weaver, She-Ra



MEMORABLE QUOTES

"Ah, the sound of retreating Hordemen. It's music to my ears."

[Bow knows what he likes]

"Fact: we're stuck here. Fact: you don't like me, and I'm not real big on you, either. But if we're ever going to get out of here, we've got to work together." [She-Ra attempts to reason with Hordak]

"I'm a Horde commander! I'm not supposed to think! What am I saying?" [Hordak makes a statement, and immediately regrets it]

"Why is it that with you, everything always comes down to good and bad, right and wrong?" [Hordak questions She-Ra's morality]

"Because when you get right down to it, every big decision involves knowing right from wrong." [She-Ra answers Hordak's question]

"Ha! Then I'm in great shape! I don't know right from wrong!" [Hordak believes he has foiled She-Ra's reasoning]

"Yes, and when I think of that, it's the only time I feel sorry for you." [She-Ra delivers a verbal blow to Hordak]

"Hordak—you don't tell me how to do my job, and I won't tell you how to be a power-mad, narrow-minded fool, all right?" [She-Ra tires of Hordak's solution to each and every situation]

SYNOPSIS On the outskirts of the Fright Zone, the Rebels are attempting to stage a direct attack on the Horde. Outnumbered, Adora secretly changes into She-Ra to even the odds.

Hordak hints at a surprise for She-Ra when she arrives, causing Catra and Shadow Weaver to argue over whether he means Shadow Weaver's new spell or Catra's new weapon, the Dark Blaster. She-Ra enters, and both villainesses attack her. As their firepower overlaps, the charge envelops both She-Ra and Hordak, and they disappear.

She-Ra and Hordak fall through space and land in a mysterious world, where they meet the Dark One, the giant monster ruler of the realm. He sets them a task: either find the way out and earn freedom or fail and become a slave for eternity.

While Hordak rebukes the Dark One, She-Ra accepts the challenge, noting that they must work together if they are to succeed. The leaders of the warring factions negotiate physical and mental challenges, all the while bickering on the best ways to achieve results.

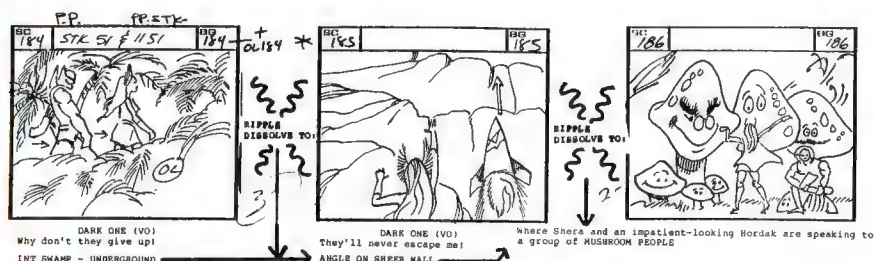
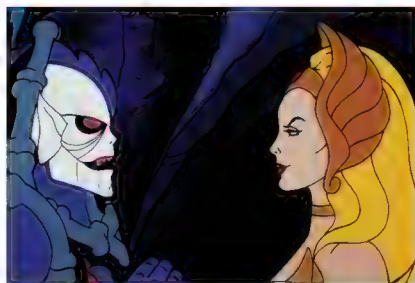
While the Dark One watches, She-Ra rescues a Queeper from a high cliff. As she

brings it back down to safety, the creature disappears, leaving three jewels in its place. The Dark One tells She-Ra that she has passed the Test of Mercy, stating that no one has ever put aside their own problems long enough to pass the test. As one jewel changes into the portal home, Hordak snatches the other two in an attempt to leave She-Ra stranded on the alien world. She curbs his escape, causing him to drop one of the jewels, leaving only one, which, according to the Dark One, belongs to She-Ra. With Hordak now trapped as a slave, She-Ra refuses to leave without him. The Dark One fires powerful energy at She-Ra, which she uses her sword to conduct. While Hordak shouts for her to use the energy to defeat the Dark One, she instead fires it at a rock, disposing of it safely. Impressed with her courage and compassion, the Dark One releases Hordak and allows them both to return to Etheria.

Back at the Fright Zone, She-Ra and Hordak reappear. While Catra orders the arrest of the Rebels, Hordak stops her, instead choosing to let his enemies go.

MORAL LOO-KEE. "Instead of playing our usual game, I'd like to talk to you about a very big problem ... drugs! You may have friends, maybe older children, or even adults, who are trying to, or may try to, turn you on to drugs. Drugs are not a turn-on. Drugs are a turnoff. They could seriously harm you. I beg you, don't try them! Say no to drugs. Say yes to a life free from drugs."

REVIEW This episode is essentially a window into the internal worlds of both She-Ra and Hordak. The other characters, even the Dark One, fade into insignificance as the champions for good and evil trade insults, with She-Ra throwing out the best of the one-liners. The Test of Mercy is a fine example of She-Ra's humanity, even after she's just been betrayed by the person she is trying to save, and Hordak letting the Rebels go free is a testament to her compassion. Every second is full of drama and rife with tension because if the protagonists don't get home, there's no series. Of course, we know they will, but that's not the point. This episode is less about the Dark Dimension itself and more about the journey the protagonists go on to understand each other. Epic and brilliant. **10/10**



SAME/AS

The trippy magical-rainbow effect, as well as the shots of the Crossroads of All Universes, were previously used in the *He-Man* episode "Quest for He-man."

The character model of the worm-like creature that grabs Hordak was previously used as the Scarg in the *He-Man* episode "Trouble in Trolia."

MUSHROOM PEOPLE PP39 SC/86



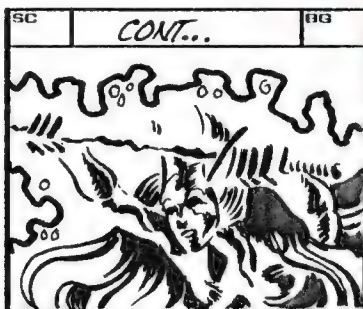
DELETED SCENES

A removed line had Bow, after being stunned, remarking, "My father always said, 'Stick with music, m'boy, and you'll be popular.'"

A removed scene had the Dark One narrate a montage of scenes showcasing further aspects of She-Ra and Hordak's journey, including asking for directions from a strange group of Mushroom People.



As the glow spreads up into her neck and face, which shows the terrible strain she's under.
SHERA



TRIVIA

• Frosta makes the fourth of her five cameo appearances prior to "Black Snow."

• Except for brief appearances by the Dark One, She-Ra and Hordak dominate the episode for an impressive thirteen-minute stretch.

• The Dark One is described in the script as "reminiscent of the winged being in *Night on Bald Mountain* in *Fantasia*." Somewhat appropriately, the character model of Dragoon from "Dawn of Dragoon" is reused.

• The Dark One is voiced by George Dicenso.

• Though never mentioned in the actual episode, the furry creature that asks for berries is called a Maowser. And the creature with a jewel in its forehead is called a Queeper.

• The drug-related moral to this episode was read and cleared with Sgt. Whitman of the Drug Abuse Resistance Education program (DARE) on March 6, 1985.



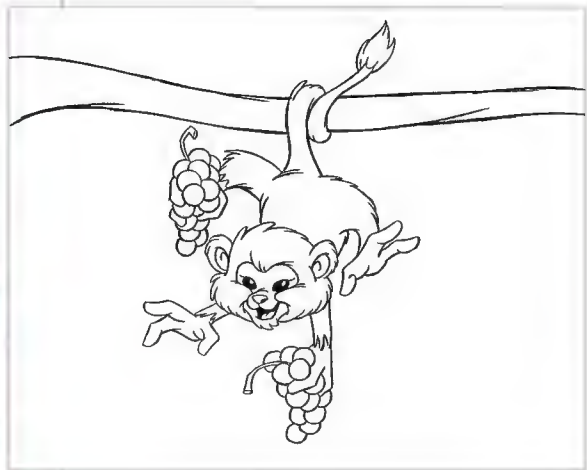
BONUS HORDAK ATTACK:

Falling toward the ground from a great height, Hordak transforms into a helicopter. Then, in a disagreement with She-Ra, he transforms his arm into a rocket launcher, though She-Ra effortlessly catches the rocket in flight. In an effort to pass a seemingly impenetrable door, Hordak transforms himself into a strange swinging hammer but is disabled by some magical powers before he has a chance to spring into action. Hordak then transforms his arm into a pair of extendable shears, which he uses to cut some berries down for the Maowser.

Left: Jim Shull's storyboards for this episode are laced with incredible detail.



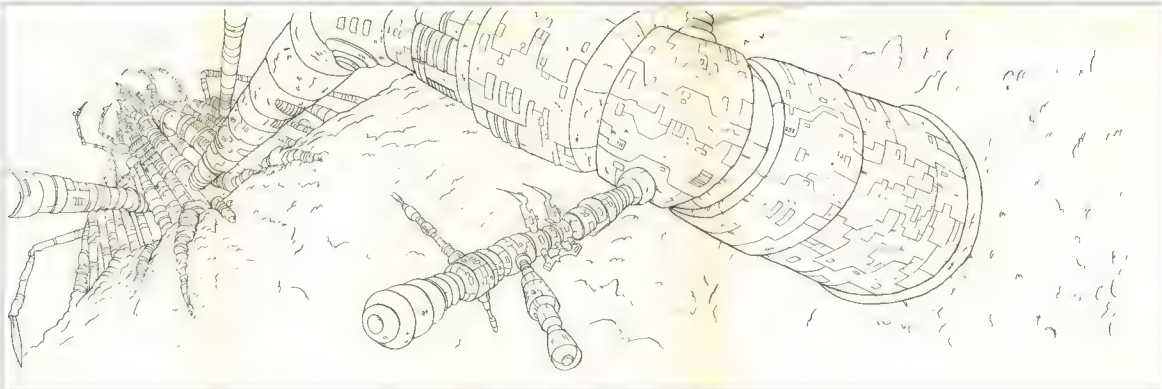




Left: Dragoon, from the He-Man episode "Dawn of Dragoon," is slightly recolored and presented as the Dark One in this episode.



ON HORAK AS SHADOW WEADER ETC ENTERS SC-HORAK RAISES HEAD



TREASURE OF THE FIRST ONES

CAST Adora, Hordak, Imp, Light Hope, Octavia, Sea Hawk, Shadow Weaver, She-Ra, Spirit, Swen, Swift Wind

SYNOPSIS Shadow Weaver predicts the emergence of Mystic Isle, an ancient submerged island housing great treasures hidden by the First Ones. Legend suggests the isle will rise from the sea for a single day, and Hordak plans to plunder it for weapons to use against the Rebellion.

Light Hope warns She-Ra of the Horde's plan, prompting her to approach Sea Hawk for help. While they set sail for the island, Hordak lands his Annihilator at Octopus Cove and liaises with the gruesome Octavia. They transfer to a Horde Dreadnought ship to make the voyage.

Onboard the *Solar Sailor*, Sea Hawk disguises the flying ship using a cloud-cover device stolen from a Horde vessel. Despite his cunning, the Horde spot them and shoot them out of the sky, causing the ship to plummet toward the sea. She-Ra instructs Sea Hawk to steer toward an island while she mounts Swift Wind. They fly to the island and catch the ship, preventing further damage and saving all onboard. While Swen and the crew repair the ship, She-Ra and Sea Hawk continue to Mystic Isle.

As predicted, the isle rises from the sea, allowing the Horde to infiltrate it, but She-Ra and Sea Hawk stand in their way. Hordak leaves Octavia to confront them while he speeds ahead to find the treasure. He finds that the First Ones hid paintings and sculptures in the buildings rather than the weapons and magic he was expecting. In a rage, Hordak leaves the island, threatening to destroy it and all of the treasures it houses.

As the Horde prepare to blast Mystic Isle to pieces, She-Ra and Swift Wind search for a way to stop them. She spots a deserted mountaintop and swoops in, cutting an enormous chunk out of it. Moments before the Horde are about to fire, She-Ra hurls the mountaintop into the sea, causing a great wave to flood the Dreadnought and turn it upside down.

With the island safe, She-Ra promises to preserve the treasures for the people of Etheria to see and enjoy as a symbol of hope and freedom.

MORAL LOO-KEE. "Hi! I'm Loo-Kee! By the way, did you find me in today's story? If not, find me now! Do you see me? I'll bet you see me now! Today's story was about art treasures. The works of the great artists, both here and on your planet, are, indeed, among our most beautiful and valuable possessions. Take a trip to your local art museum, and you'll see, with your own eyes, just what I mean. Bye now!"

REVIEW This fast-paced episode gives us a tidbit of Etheria's history to create one of the best action-adventure episodes of the series. We know She-Ra and Sea Hawk make for a great team. But here we learn that Octavia and Sea Hawk make perfect adversaries, with the seafaring fright Octavia benefiting from Larry DiTillio's strong writing and Melendy Britt's stellar vocal performance. Octavia's swashbuckling battle with Etheria's favorite pirate gives us one of the best action scenes in the series, and the subsequent message about paintings and sculptures offering hope and inspiration is both beautiful and poignant. Hordak may be disappointed with the sort of riches he found, but for us, this episode is pure gold. **8/10**



MEMORABLE QUOTES

"Roll me on the beach and call me sandy, it's She-Ra!" [Swen is surprised to see She-Ra]

"You don't talk so loudly now, do you, braggart?" [Octavia gains the advantage over Sea Hawk]

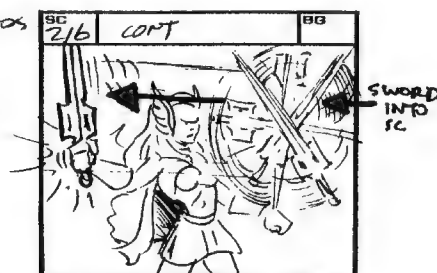
"These things show love, beauty, freedom, and truth. They're the very spirit of the First Ones." [She-Ra attempts to educate Hordak on the true treasure of the First Ones]



SHERA (con't)
Of course, they never knew a villain like you would try to steal their treasure some day.



ON SEAHAWK AND SHERA AS SHE RAISES UP OPEN HAND..



HER SWORD FLYS INTO SC - SHE CATCHES IT LIKE A MASTER NINJA.

SAME/AS

The animation used for Sea Hawk and Octavia's sword fight is based on a sequence in which He-Man duels with his own shadow in the *He-Man* episode "Ordeal in the Darklands."

When She-Ra heals Swift Wind, the animation sequences are taken from a similar sequence in "Battle For Bright Moon."

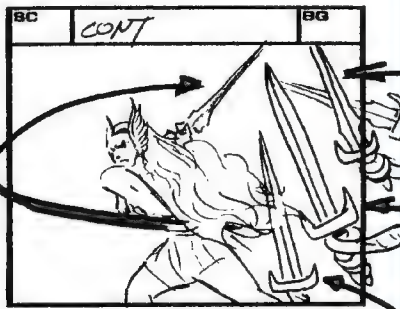
The shot of She-Ra cradling Sea Hawk on the ground was previously used in "The Price of Freedom" when She-Ra cradles Prince Adam.



SHERA HOLDS SWORD LIKE A SAMURAI WARRIOR

A
PSS

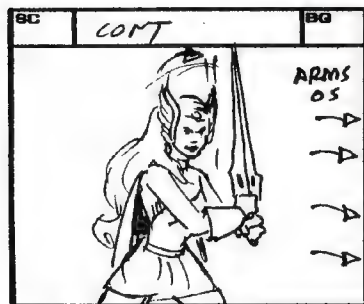
FAST
ACTION



SHE REARS BACK AS OCTAVIA BRINGS HER FOUR BLADES INTO SC.



SHERA TAKES A MIGHTY SWING, BREAKS ALL FOUR BLADES...



SHERA SETTLES:

SHERA
You're through, octopus lady.

TRIVIA

- For the first time in the series we see that Horror Hall is surrounded by a mass of volcanoes.

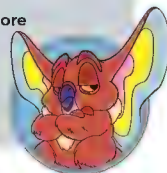
- Having appeared outside of the Crystal Castle in "The Stone in the Sword," Light Hope once more appears outside in order to communicate with Adora. The next time would be in "When Whispering Woods Last Bloomed."

- Octavia was based on a concept illustration by Ted Mayer for a Masters of the Universe action figure.

- This is the first episode in which the Horde Sailors appear. They would make further appearances in other sea-based episodes, most memorably in "Anchors Aloft" Parts 1 and 2.

- Octavia was designed by character artists Gerald Forton and Herb Hazelton.

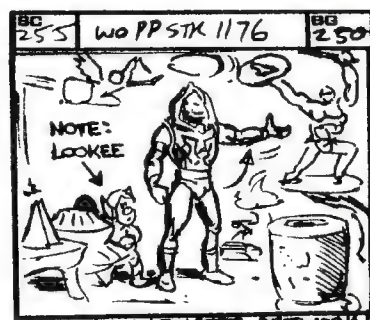
- Octavia would appear once more in the series in the episode "Sera Makes A Promise."



DELETED SCENES

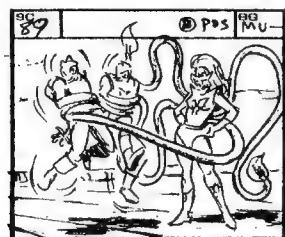
In a removed scene, some Horde Troopers discuss Octavia, their newly appointed commander of Octopus Cove. One describes her as ugly. Upon hearing this, she grabs them and throws them overboard. The two Horde Troopers are then surrounded by deadly Slasherfish. These are the same fish that surround Octavia at the very end of the actual episode.

In the original script, having caught the *Solar Sailor*, Swift Wind asks if She-Ra is okay, and the Princess of Power answers that her arms are "a little sore."



HORDAK INDICATES ARTWORK

HORDAK
Since you prize this trash so highly, Shera, I give it to you.

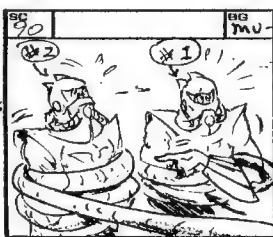


OCTAVIA HOLDS UP STRUGGLING-SAILORS WITH TWO OF HER FOUR TENTACLES.

OCTAVIA
So, I'm ugly, am I?

NEW DUAL
89 DESK
A TO B
PAN HELD
AT B POS.

LAYOUT
NOTE:
BOTH OF
THESE GUS
ARE
SCARED
WITLESS



SAILOR #1 MANAGES TO POINT TO #2

HORDE SAILOR #1
He said it, not me.

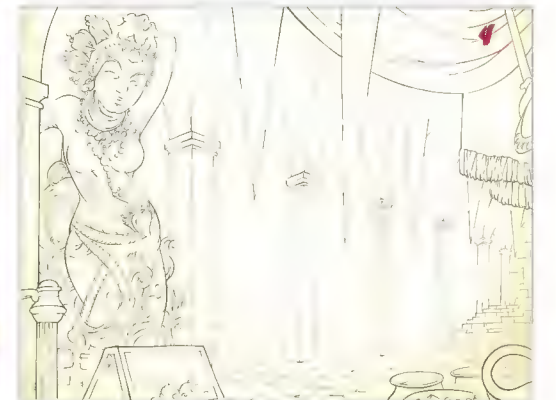
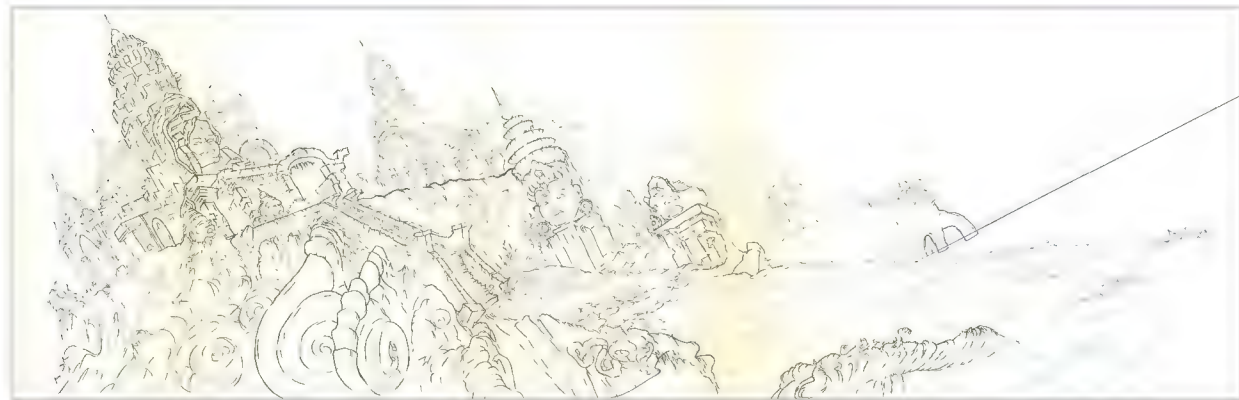
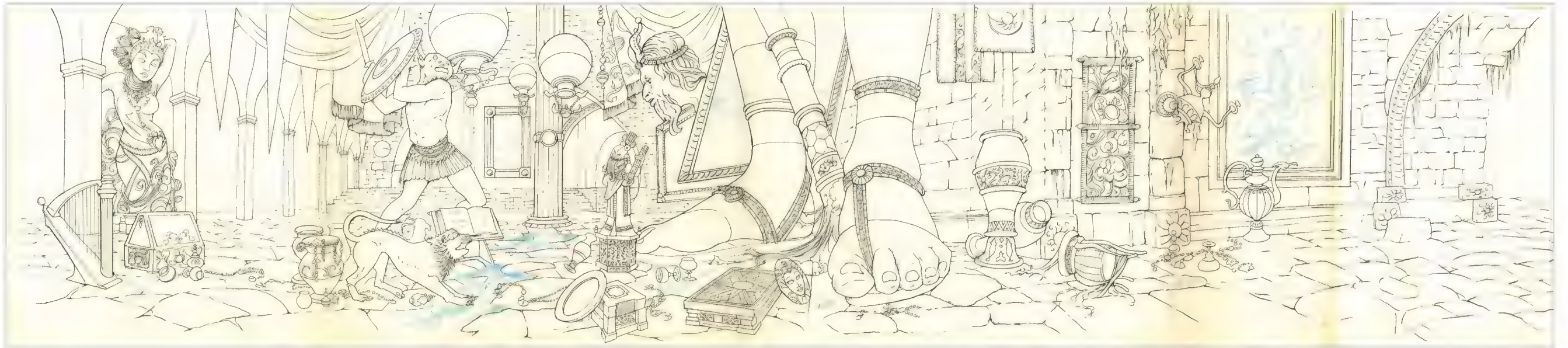
STK
2
SKY



CLOSE-UP OCTAVIA.

OCTAVIA
You sniveling sea slugs! What do you know of true beauty?





GLIMMER'S STORY

CAST Adora, Bow, Catra, False Face, Glimmer, Grizzlor, Hordak, Imp, Kowl, Madame Razz, Prince Highcliff, Queen Angella, She-Ra, Spirit, Swift Wind



MEMORABLE QUOTES

"A pickle jar would be more like you!" [Catra suggests a transformation for Imp]

"Watch your step, Catra, or I'll turn myself into a mirror and show you how ugly you really are!" [Imp always has an answer for Catra]

"Power of all Etheria! Come to She-Ra!" [She-Ra performs a seemingly ridiculous act]



SYNOPSIS The people of Bright Moon are preparing for the arrival of Prince Highcliff from Blue Mountain, the son of one of Queen Angella's oldest friends. While they have never met, Glimmer has heard he is very handsome, and so she asks Madame Razz to color her hair purple for the occasion.

On the road to Bright Moon, the Horde intercept Prince Highcliff. He is charged with the crime of meeting up with known Rebels, and his identity is stolen by False Face, Hordak's shape-shifting goon. Disguised as the prince, False Face travels to Bright Moon in his place, along with Imp.

Foiled into believing False Face is the real Prince Highcliff, Glimmer takes him on a guided tour of Castle Bright Moon. She shows him how the floodgate doors keep the lake from overflowing, and so False Face leaves Imp, disguised as a medallion, to cause some trouble. Imp closes the floodgates, causing water levels to rise and surge into the castle. Adora changes into She-Ra and drains the water by digging a

channel for it to flow away. Noting She-Ra's strength, False Face believes the only way to stop the Rebels is with an all-out attack on Bright Moon.

As Prince Highcliff, False Face persuades Glimmer to reveal the secrets of the castle. She tells him about the Moonstone, from which Bright Moon draws its magic. False Face kidnaps Glimmer and steals the Moonstone from its chamber before heading back to the Fright Zone.

While Hordak launches an air and ground assault on Castle Bright Moon, Glimmer turns the tables on False Face and locks him up in the Fright Zone. She frees the real Prince Highcliff and retrieves the Moonstone, and the pair race back to Bright Moon.

Bow repels the Horde from the air and She-Ra summons the power of the Crystal Castle to protect Castle Bright Moon, while Glimmer and Queen Angella replace the Moonstone in its chamber. With the castle impenetrable again, the Horde retreat, allowing Prince Highcliff to enjoy his visit.

MORAL LOO-KEE. "Hi! It's your friend, Loo-Kee! Did you find my hiding place? If not, find me now! I'm hiding here. Here I am! Today Glimmer learned that appearance, the way you look on the outside, isn't everything. You see, you can change the color of your hair, or the clothes you wear. But still, the thing that's important is the person you are on the inside. Bye now! See you next time."

REVIEW When you see the hideous hairdo Glimmer sports to impress Prince Highcliff, you know that this episode is going to be either hilarious or downright awful. While Don Heckman writes Imp better than many other writers of the series, the rest of the episode is littered with problems. The lake that suddenly appears outside of Castle Bright Moon, the Moonstone itself, and False Face's shape-shifting power serve no purpose outside this story, and Highcliff is nothing but a simple plot device. Heckman tries to create an impressive set piece by having She-Ra summon the Power of Etheria to defend Bright Moon, but it comes across as a cheap and pointless solution, as seconds later the Moonstone is replaced and the castle is safe again. The verdict? This episode is every bit as bad as Glimmer's hairdo. **2/10**



SAME/AS

When Adora unsheathes the Sword of Protection to transform into She-Ra, the background pan of the interior of Castle Bright Moon is the same as in "The Mines of Mondor."



The animation of Glimmer and Queen Angella hugging is based on their memorable reunion in "Reunions."

TRIVIA

- This episode is the first and only episode to show an enormous lake around much of Castle Bright Moon.

- In Queen Angella's throne room we see a group of characters awaiting the arrival of Prince Highcliff. Amazingly, we see seven supporting-character designs from the *He-Man* series with their original color schemes reused. Featured are Zanthor from "Golden Disks of Knowledge," Rohad from "The Remedy," Princess Janice and the Chancellor from "A Trip to Morainia," Prince Moragore from "Beauty and the Beast," and finally Lady Arvela and Landros from "Bargain With Evil."

- Madame Razz is responsible for the unique purple hairstyle that Glimmer sports throughout the episode.

- False Face is voiced by George Dicenzo.

- The Castle Bright Moon cooks were designed by character artist Lew Ott.

- This is the only episode of the series to acknowledge the Moonstone and the Moonstone Chamber as a means to protect Castle Bright Moon.



DELETED SCENES

The actual script clears up some of the confusion about Castle Bright Moon's mysterious lake that we have never seen before: it is said to be located behind the castle.

False Face, when disguised as Prince Highcliff, was originally supposed to flirt with Glimmer, telling her that the girls of Blue Mountain don't compare with her.

In a removed scene, the script states that She-Ra should leap onto Spirit's back to transform him, much like in "She-Ra Unchained."

BONUS IMP-ISH BEHAVIOR: Imp initially infiltrates Bright Moon in the shape of a medal in False Face's pocket. He later transforms into a ray gun to start a fire. Finally, he transforms back into a medal in order to accompany False Face back to the Fright Zone.



Left: The line art of the statue that holds the Moonstone shows intricate detailing that was lost when the background was painted.



ENEMY WITH MY FACE

CAST

Adora, Bow, Broom, Catra, Farmer Karlis, Hordak, Kowl, Light Hope, Madame Razz, Mantenna, Melog, Modulok, Scorpia, Shadow Weaver, She-Ra, Spirit, Swift Wind



MEMORABLE QUOTES

"Perhaps you'd like a slightly used Broom?" [Madame Razz, not amused by Broom's remarks, offers him to Farmer Karlis]

"It's getting so I can't go anywhere without being recognized." [She-Ra reveals the price of fame]

"The true strength of She-Ra comes not from the sword, or the arm that holds it. It comes from the heart." [Light Hope explains to She-Ra what makes her the Princess of Power]

"Well, it looks like you've thrown just about everything in the village but the kitchen sink." [She-Ra speaks seconds before the Melog throws a kitchen sink at her]

"Before I can decide what to do with my life, I must first learn what it is to be alive." [The Melog desires to explore Etheria]

SYNOPSIS After the Horde suffers another defeat at the hands of She-Ra, Modulok's new computer suggests finding someone as strong as She-Ra to beat her. Hordak ridicules the idea, but Shadow Weaver concurs and summons the mysterious mud creature Melog to help them.

As the Rebels collect supplies, Shadow Weaver attacks with the Melog. Adora changes into She-Ra and confronts the creature. When they touch, the Melog glows from contact with She-Ra's power and transforms into a mute female mud monster with superstrength. After a battle of wills, Shadow Weaver and the Melog retreat to plan their next move from the Fright Zone.

At the Crystal Castle, She-Ra seeks answers from Light Hope. He tells her that the Melog now has all her powers, including ones she may not have been aware of.

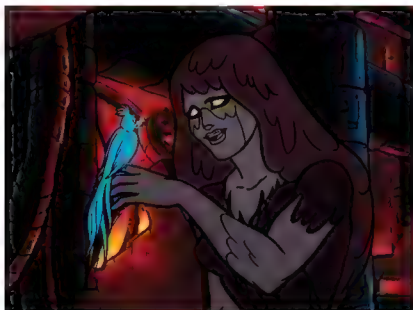
At the Fright Zone, Hordak plots to send She-Ra to the Mines of Mondor when he captures her. After the Melog takes interest in a small bird, Shadow Weaver orders that they enact the next part of their plan to snare She-Ra.

Bow and Adora watch Horde Troopers intimidate the residents of a small village. While Bow gets the villagers to safety, Adora changes into She-Ra to confront them. Shadow Weaver reveals one of the Troopers to be the Melog in disguise. It attacks She-Ra again, throwing rocks at her and creating an earthquake with its fists. When the Melog fails to defeat the Princess of Power, Shadow Weaver generates a gale that blows She-Ra into a force field generator. Instead of using her sword to free herself, she throws it into the path of an urn caught up in the gale that a young girl had climbed into to watch the fight. The Melog seems to take a liking to the girl, leading She-Ra to understand Light Hope's earlier lesson—that the Melog has also adopted She-Ra's feelings. She-Ra persuades the Melog to give her the Sword of Protection back, and she is able to free herself. Shadow Weaver is forced to retreat.

At the Whispering Woods, She-Ra uses the power of Grayskull to change the Melog into a real person.

MORAL LOO-KEE. "Hi! Here's Loo-Kee again! Did you find where I was hiding? If not, take another look. See me now? Here I am! In today's story, Shadow Weaver treated the Melog as if she had no feelings—that hurt her. Think twice before you make fun of people, call them names, or put them down. Treat people the way you'd like them to treat you. Bye now!"

REVIEW Pitting She-Ra against an evil version of herself isn't exactly an original idea, but the execution of this episode makes it stand out. Thankfully, the Melog isn't just an evil clone of She-Ra. The fact that she is a mute mud monster with superstrength makes her a refreshingly unique adversary and another strong woman to add to the show's collection of powerful females. Her resurrection is atmospheric and eerie, and her battles with the Princess of Power are gripping—but her evolution is peppered with moments of softness which make the twist in her story all the more poignant. While it's slightly disappointing that She-Ra turns the Melog into what amounts to a generic Filmation villager at the end of the episode, her keenness to understand life is a beautiful moment and one of the many reasons why this episode is so good. 8/10

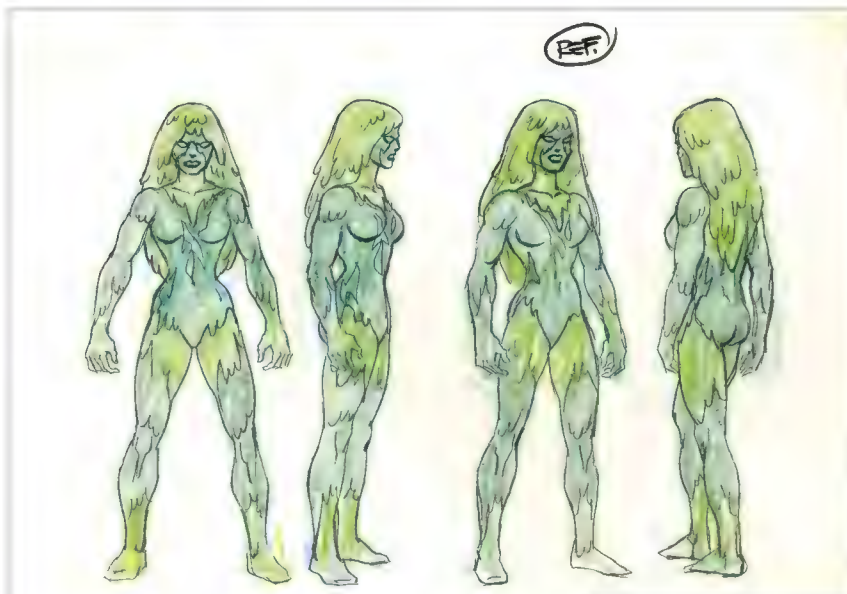


SAME/AS

The opening sequence which shows the Horde convoy stopped in its tracks was previously used in "The Peril of Whispering Woods."

The character model for Farmer Karlis was used as Rose's father, Harro, in the *He-Man* episode "One for All."

Some of the sequences of She-Ra pulling the rope during the tug of war would later appear during the stock-filled opening to "The Bibbet Story," the penultimate episode of the series.



MELOG SECOND

DELETED SCENES

The script states that Catra and Scorpia are followed by a flatbed truck carrying a complex weapon (not seen in the actual episode), hence the convoy.

A piece of removed dialogue had Farmer Karlis refusing Madame Razz's offer of a new broom, saying that his wife has one that stays put in the corner, prompting Madame Razz to wonder how she keeps it put.

In a removed scene, the villager that the Horde Troopers are collecting taxes from states that they have taken everything but his last penny. One of the Horde Troopers swiftly takes his last penny, asking, "How did we miss that?"

In the original script, the girl She-Ra saves stands up to Shadow Weaver, who takes great offense; this is why the Melog is ordered to capture her.

In an altered scene, while reaching for the Sword of Protection, the Melog brushes past Shadow Weaver, knocking her over with her strength.

An amusing scene at the end of the episode had She-Ra chasing Swift Wind through the forest because of his gag.



MELOG 1ST 2ND 3RD STAGE

Above: The model sheet for the Melog details the three stages of the character's evolution from evil to good.



TRIVIA

- Modulok's demotion in "Gateway to Trouble" to Horde cook is referenced at the start of this episode.

- In the script, every time the Melog is mentioned, writer J. Michael Straczynski includes the phonetic accompaniment "MAY-log."

- Shadow Weaver creates the Melog in a swamp located in Skull Path, a location last seen in "Troll's Dream."

- In the script, J. Michael Straczynski jokingly questions the nature of Light Hope's pool: "Spa? Sauna? Jacuzzi?"

- Hordak claims that no one has ever escaped from Mondor. However, the Rebels not only escaped but also rescued a large number of prisoners in "The Mines of Mondor."

- All three stages of the Melog were designed by character artist Herb Hazelton.

- In her human form, the Melog is voiced by Erika Scheimer.



WELCOME BACK, KOWL

CAST

Adora, Bow, Broom, Hordak, Imp, Kowl, Madame Razz, Shadow Weaver, She-Ra, Spirit, Sprag, Sprocker, Swift Wind, Tung Lashor

SYNOPSIS

Kowl spies the Horde testing out huge new tanks on the outskirts of a small village and goes to warn the Rebels of the threat. Unbeknownst to him, Imp has followed him and is spying on the Rebels as they prepare to intercept Hordak's latest attack.

The Twiggets offer Kowl a bed to rest in, and the Rebels leave him in peace. However, Madame Razz secretly asks for Kowl's advice. Kowl leaves his bed to provide a sympathetic ear as Madame Razz tells him she is considering leaving the Rebellion, as she feels she is no longer useful to them. When Sprag and Sprocker deliver a blanket for Kowl, they notice he has gone, after which Imp secretly hides some Horde money in the bed in order to frame Kowl.

The Rebels prepare to attack the Horde, but the villains are aware of the ambush and set their own trap. Adora changes into She-Ra and makes short work of their tanks, but Madame Razz is captured. The Horde retreat with their prisoner, causing the Rebels to worry that a spy may have gotten into their ranks. After the Twiggets note Kowl's absence the previous evening and

the Horde money is found in his bed, Broom angrily accuses Kowl of being the spy and the reason Madame Razz has been captured.

At the Fright Zone, Madame Razz is locked in a magical cell. Feeling the need to prove himself innocent, Kowl embarks on a trip to the Fright Zone, forcing She-Ra to accompany him. They successfully make it past the Horde's defenses and learn of Imp's framing of Kowl, before finding Madame Razz imprisoned in the Interrogation Room. Shadow Weaver attacks, but She-Ra disables her and frees Madame Razz, allowing them to escape the pursuing threat of Hordak and Tung Lashor. Before he leaves, though, Kowl takes the opportunity to give Imp his comeuppance by dragging him headlong into a tree of mushy goosh-fruit.

At the Whispering Woods, Madame Razz reveals that she spoke to Kowl about feeling like a hindrance to the Rebellion, explaining his earlier absence. Broom apologizes for accusing Kowl of being a spy and the Rebels welcome him back, all the while reassuring Madame Razz of her importance to them all.

MEMORABLE QUOTES

"An overstuffed feather bag, indeed." [Kowl] is not amused with [Imp's remark]

"You all must know I'd never do anything to hurt anybody here." [Kowl] pleads with his friends]

"You! You're responsible for Madame being taken by... by those monsters!" [Broom's anger gets the better of him as he accuses Kowl]

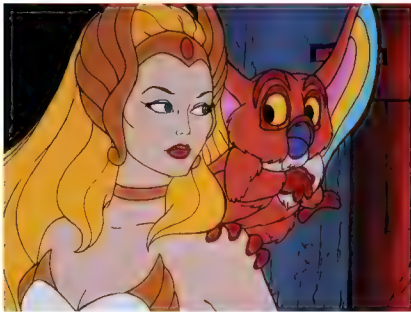
"But at least we captured the Rebel hag, Supreme One." [Tung Lashor reminds Hordak of Madame Razz's capture]

MORAL

LOO-KEE. "Hi, there! It's your friend Loo-Kee again! Did you find me today? If not, here's another chance. See me now? Here I am! In today's story, Madame Razz felt bad because her magic spells didn't work. But nobody does everything right all the time! We learn from trying. And it's certainly better to try and not get something right than not to try at all. So keep trying, okay? Okay!"

REVIEW

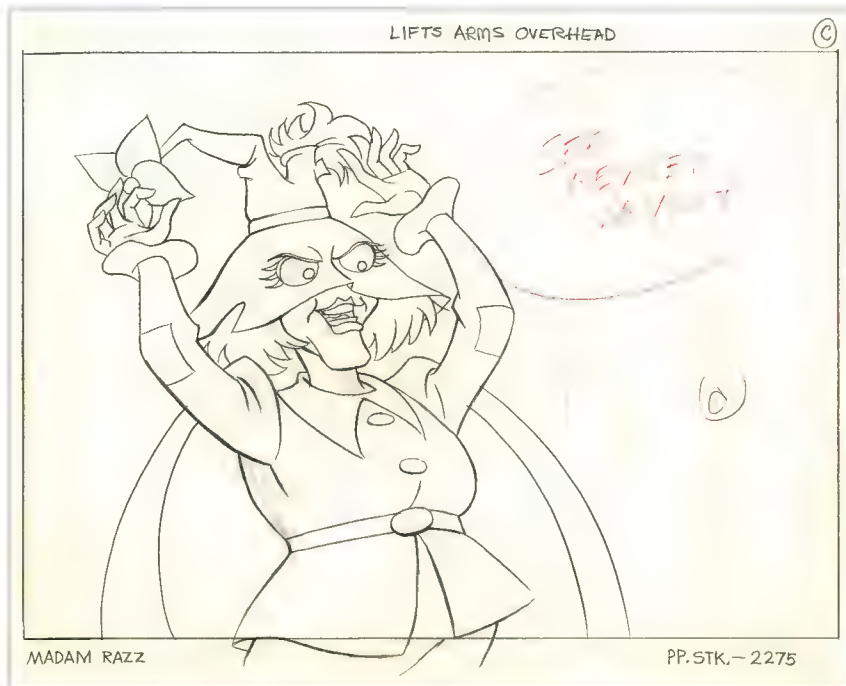
This episode throws a gentle spotlight on the little guys. Kowl and Imp have the best moments of the story when they dance a tango of tricks with each other. Broom's loyalty to Madame Razz is also a standout moment, as he is normally hidden in her shadow. Surprisingly, Madame Razz herself seems out of character. We've witnessed her magical mistakes plenty of times before, but only now does the good witch, who is hundreds of years old, question her purpose in the Rebellion. While it doesn't cause any sort of disaster for the Rebellion, this kind of dilemma is better suited to the younger characters. While the episode's conclusion is strangely given away by its title, it is a fairly inoffensive story, but it lacks enough real drama to be memorable. **5/10**



SAME/AS

When She-Ra walks down a corridor within the Fright Zone, the animation is reused from the scene in which She-Ra approaches Trap Jaw and Tri-Klops in "Battle For Bright Moon."

The low-angle shot of She-Ra running toward Madame Razz was previously used in "The Mines of Mondor."



DELETED SCENES

A removed scene had Imp argue with Tung Lashor over his bad driving of the Horde tanks.

In an altered scene, Broom tries to wrestle Madame Razz free from Tung Lashor's tongue after she is captured.

In the original script Hordak fires a freeze beam at She-Ra in one of their battles, which she deflects by transforming the Sword of Protection into a glistening mirror.



TRIVIA

- Bizarrely, the title of this episode gives away the conclusion to the story.
- Madame Razz is voiced by Linda Gary.
- After being referred to as Tung in "Book Burning" and Tung Lash in "Gateway to Trouble," Tung Lashor is finally called by his full name.
- She-Ra mentions knowing a secret entrance to the Fright Zone from her days as Force Captain Adora.
- When Hordak is on his throne conversing with Tung Lashor, his boots are mistakenly colored blue.



BONUS

SWORD TO EVERYTHING: She-Ra transforms the Sword of Protection into a boomerang and throws it at Shadow Weaver's magical crystal, thus canceling the Shadow Cell spell that had kept Madame Razz prisoner.

BONUS

IMP-ISH BEHAVIOR: Imp disguises himself as a prominent blue rung on a stepladder. Kowl fails to notice the difference in color and perches on him, much to Imp's displeasure.



Left: The layout artwork for Madame Razz's spell casting is incredibly expressive.



THE ROCK PEOPLE

CAST

Adora, Bow, Broom, Catra, Granita, Grizzlor, Hordak, Imp, King Ahgo, King Liz, Kowl, Leech, Madame Razz, Mantenna, Rokkon, Scorpia, She-Ra, Spirit, Stonedar, Swift Wind



MEMORABLE QUOTES

"You're old enough to take care of several people." [Broom responds, after Madame Razz claims that she is old enough to take care of herself]

"Why, they're people. People made of rock!" [She-Ra witnesses the Rock People's transformation]

"You've got your own problems, blondie!" [Scorpia confronts She-Ra]

"She-Ra was right. This Hordak is most unreasonable." [Granita realizes the truth far too late]

SYNOPSIS In the Fright Zone, wanting to know why a trio of flying rocks are traveling in space without a ship, Hordak orders a Force Squad to go to the Valley of the Lost to collect the mysterious falling boulders.

Adora gets word of the Horde's plan. She transforms into She-Ra and travels to the valley with the other Rebels to intercept the Horde. While the two sides face off, the rocks open up to reveal living beings inside. One of them, Rokkon, is captured, and as the Rebels try to prevent the Horde from taking another, a battle breaks out. Catra and the Force Squad soon escape with Rokkon as a prisoner.

The other two Rock People, Stonedar and Granita, explain that they are looking for a new planet to settle on, as their own is under threat from a sun that is soon to explode. The Rebels direct them to the Fright Zone and offer to help them rescue Rokkon, but their assistance is refused by the peaceful pair, who are naive to the fact that Hordak will not simply release their friend.

With the Rebels following, Granita and Stonedar arrive at the Fright Zone and are immediately brought to face Hordak, who is unimpressed that their space travel is purely a natural ability. As the Horde attempt to take them prisoner, Stonedar and Granita are forced to defend themselves with as little violence as possible. The Horde Troopers' attacks prove inadequate, and so Shadow Weaver casts a spell that begins to melt the Rock People.

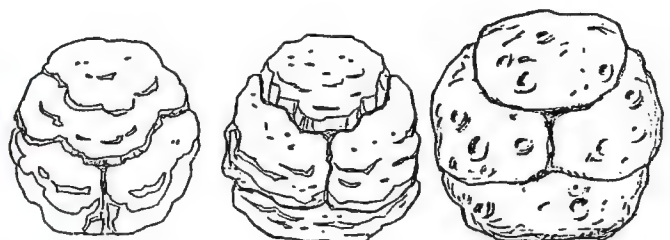
The Rebels ambush the Fright Zone, with She-Ra and Bow defeating the Force Squad and Madame Razz using her magic to restore the Rock People. As Hordak aims his arm cannon at She-Ra, Stonedar reluctantly launches himself at the villain, preventing him from attacking her. He apologizes for the violence but explains that Hordak left him no choice.

The Rebels flee the Fright Zone with the Rock People, who find a home in the untroubled Spikeheart, home of King Ahgo and the trolls.



MORAL LOO-KEE. "Hi! It's me, Loo-Kee! Did you find my hiding place? If not, take another look! See me now? Here I am! Today, I'd like to talk to you about fighting. You know, some people think fighting is a way to prove how brave they are. Fighting doesn't prove anything, and it usually doesn't solve anything, either. It takes more courage to walk away from a fight. Bye now. See you next time."

REVIEW As the episode begins, it feels as if it's going to suffer from blatant toy advertising. However, this episode does more than promote the action figures of Rokkon and Stonedar to the audience. The adventure in the Valley of the Lost gives us the Horde's best fight scene since their first appearance, with almost everybody chipping in, and the Rock People's naive approach to Hordak is polite and unassuming. In spite of the damage they could do, the Rock People are depicted as sweet and gentle, with Rokkon apologizing for causing trouble and Stonedar going against his morals to defend She-Ra from Hordak. When their people settle on Etheria, you wonder how long it would take for this peaceful race to rid Etheria of the Horde if they were only willing to try. 7/10



SAME/AS

When She-Ra telepathically connects to King Liz's mind, the animation used of the Princess of Power is from "Battle For Bright Moon" when she telepathically communicates with the bear.

The transformations for both Stonedar and Granita, as well as much of their character animation, would reappear in "The Light of the Crystal."



TRIVIA

- In the episode Madame Razz references an unseen friend called Rigolo, and Adora speaks of the unseen Pine Town.

- King Liz, the gigantic dinosaur that confronts the Rebels in the Valley of the Lost, earned his name from the spikes that protrude from his head in a crown-like fashion.

- This episode marks the first appearance of the Masters of the Universe action figures Rokkon and Stonedar. Granita was not released as an action figure.

- Rokkon was originally named Flint. The character's name was changed in the script on March 29, 1985.

- Rokkon, Stonedar, and Granita were designed by character artists Herb Hazelton and Gerald Forton.

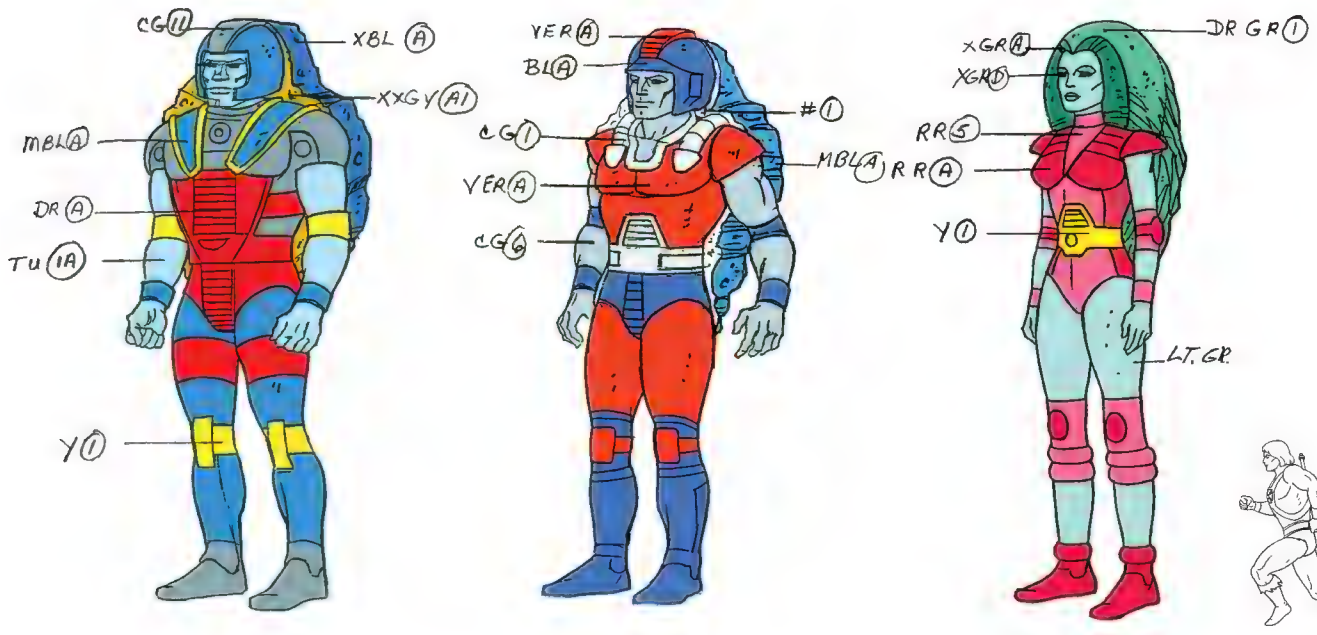
- After Leech's debut in "Into Etheria," this episode marks the only other time in the series that he would use his power-draining abilities.



DELETED SCENES

The script states that the Horde's Scavenger vehicle can also travel on water, although it does not in the actual episode.

In a piece of removed dialogue, when the Rock People first transform into their humanoid forms, Bow was to shout, "Leaping lily pads!" and Grizzlor, "Hopping Horde World!"



HUNTARA

CAST Adora, Bow, Catra, Glimmer, Grizzlor, Hordak, Huntara, Imp, Kowl, Leech, Mantenna, Scorpia, Shadow Weaver, She-Ra, Spirit, Swift Wind



MEMORABLE QUOTES

"Horde science and magic turned you into the greatest Force Squad ever to destroy a planet!" [Hordak reminds his warners of their origins]

"Be more like Imp? Yuck, what a depressing thought." [Leech says what is quite possibly his best line in the series]

"I am not here for pretty speeches. You asked for help. I am here to give you that help." [Huntara gets straight to the point]

"As much as I hate to agree with you, I agree with you." [Scorpia prepares to work alongside Catra]

"She's got more tricks than my brother's friend Orko." [She-Ra makes an amusing observation about Huntara]

SYNOPSIS At the Fright Zone, Hordak scolds his minions for their defeats at the hands of She-Ra and the Rebels. He announces that he is bringing in some help in the hope that another warrior will succeed where they have failed.

At the spaceport, Hordak welcomes Huntara, a highly skilled warrior from the planet Silax, and shows her doctored footage of She-Ra burning villages and destroying tanks. Huntara agrees to support the Horde in order to bring She-Ra to justice, even though what Hordak has shown her are lies.

After Huntara captures Glimmer as bait, She-Ra is lured to the Crimson Waste to face off with Huntara. With Catra and Scorpia in hot pursuit and fearing for their jobs if Huntara succeeds, She-Ra finds the Silaxian warrior and attempts to reason with her. But Huntara believes Hordak's lies. She won't listen and instead prepares for battle.

While Catra and Scorpia watch their every move, Huntara throws all she has at the

Princess of Power. She-Ra finally gets the better of the skilled huntress and reiterates that the Horde lied to her. Huntara admits her mistake to She-Ra and frees Glimmer, but Scorpia's Scorpion Crawler rises from beneath the sand and shoots a stun ray at the trio, allowing Catra and Scorpia to deliver them to Hordak.

At the Fright Zone, Huntara is bound in chains while She-Ra and Glimmer are held prisoner under a force field. Hordak orders his Horde Troopers to lock Huntara in a jail cell, but she escapes. Out of sight, Huntara deactivates the force field holding She-Ra and Glimmer, allowing them to slip away. She-Ra frees Huntara, and along with Glimmer, they flee the Fright Zone.

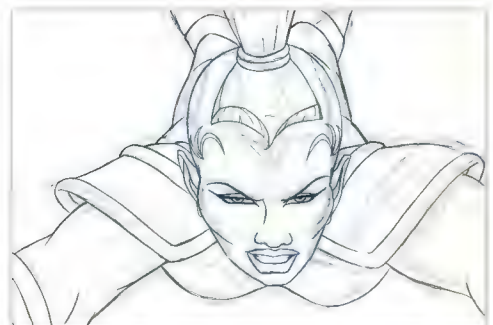
At the Whispering Woods, Huntara prepares to leave Etheria in her spacecraft, promising that when she and She-Ra meet again it will be as friends.

MORAL LOO-KEE. "Hi! It's me again, Loo-Kee! Did you find where I was hiding today? If not, here's another chance! See me now? Here I am! In today's story Hordak thought he could beat She-Ra by telling Huntara lies. But it didn't work. Lies seldom do. Somehow the truth always comes out and then it's big trouble. So save yourself that trouble and always tell the truth!"

REVIEW The fact that this episode is named after Huntara is a testament to the character's greatness as a guest star. When the intimidating warrior woman stands over Glimmer, we know that She-Ra is in for a fight. And from there, the episode is thrilling and full of nonstop action. With the script cleverly threatening their positions in the Horde purely by Huntara's presence, we watch the conflict from Catra and Scorpia's vantage point. Hordak is at his plotting, manipulative best. And while Huntara feels great shame over being played for a fool, She-Ra displays an attitude of humility and forgiveness. With excellent character dynamics, heart-stopping suspense, perfect pacing, and beautiful direction by Tom Tataranowicz, Larry DiTillio's script is a behemoth, just like its titular protagonist. **9/10**



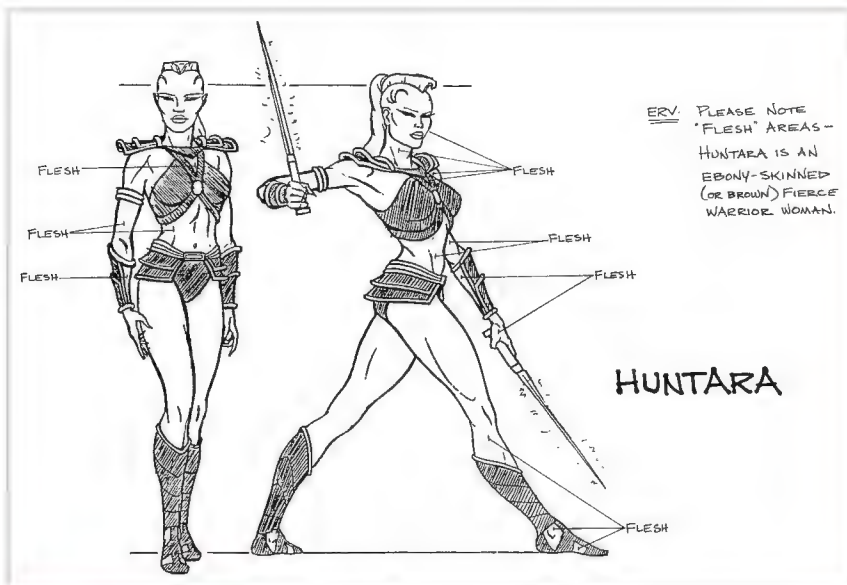
Right: A piece of line art from the memorable animation sequence near the end of the episode showing Huntara leaping toward her foes.



SAME/AS

The false holo-vid footage contains sequences from the episodes "The Peril of Whispering Woods," "Battle For Bright Moon," and "Duel at Devlan."

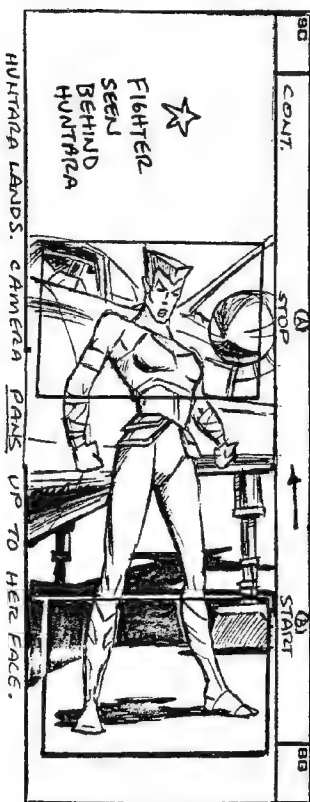
The shot of Adora and Bow looking up at the projected image of Huntara would later be used in "The Time Transformer" as the pair watch Madame Razz and Broom.



DELETED SCENES

The original opening to this episode had Hordak watching holo-vid footage of the individual and comical failures of the Force Squad standing before him. After each piece of failed footage, Hordak proclaimed his disgust.

After the two crash into one another while trying to capture She-Ra, it is scripted that Scorpia is wearing Catra's mask, while Scorpia's helmet covers Catra's eyes.



TRIVIA

• In the script Larry DiTillio describes Huntara as an ebony-skinned warrior, referencing both Grace Jones and Ororo of the X-Men. However, possibly to avoid legal action, given that the character strongly resembles Grace Jones, Filmation decided to give the character a purple skin tone.

• Erika Scheimer performs Huntara's unique voice.

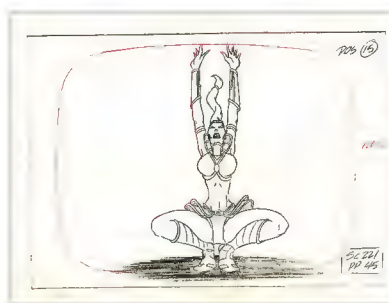
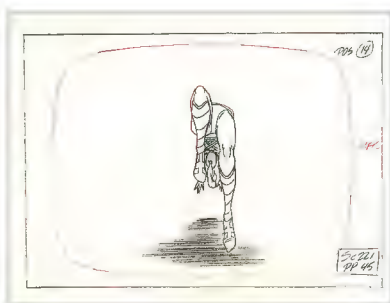
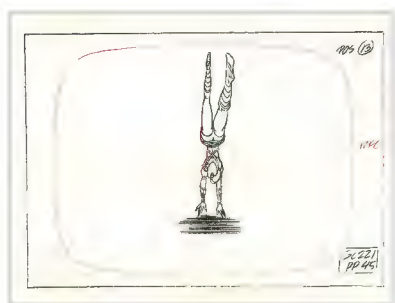
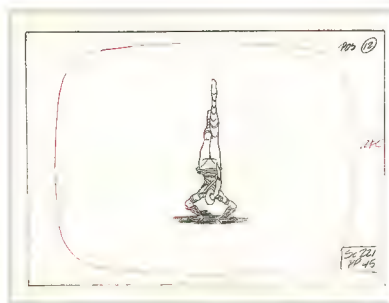
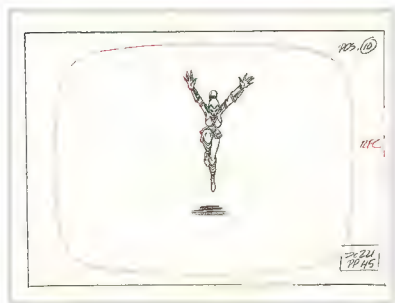
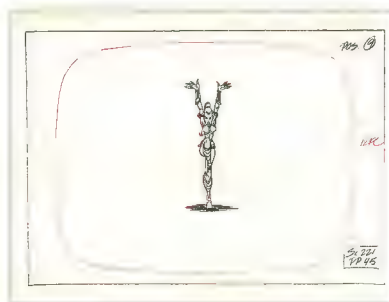
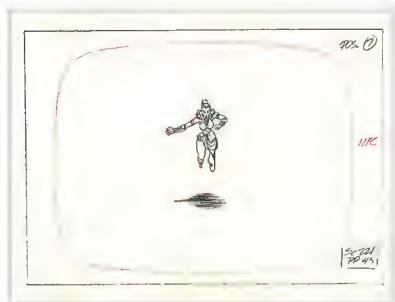
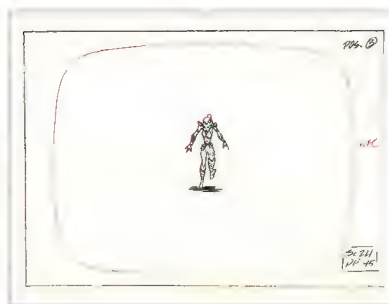
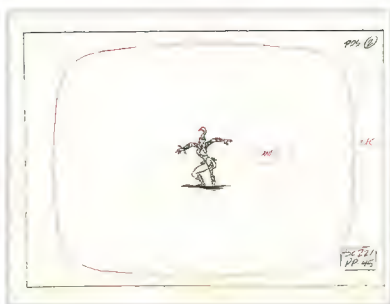
• Rick Quiroz designed Glimmer's Flutter Plane.

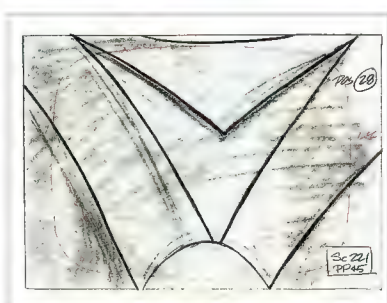
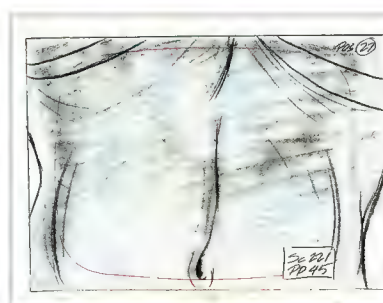
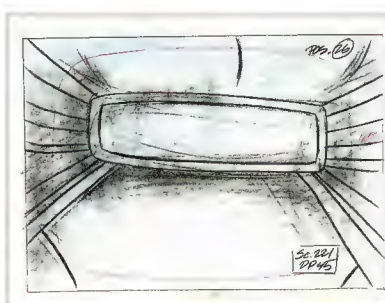
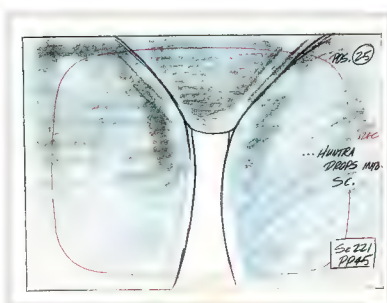
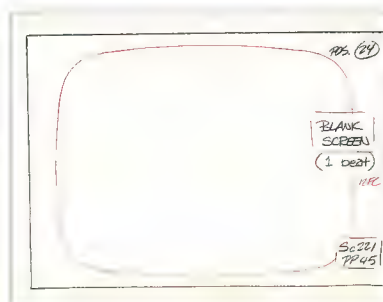
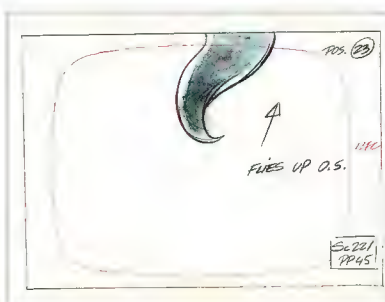
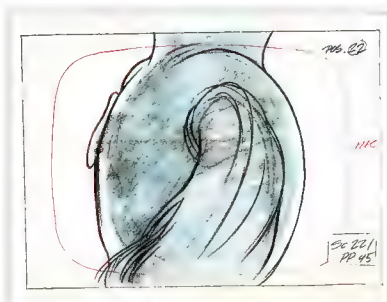
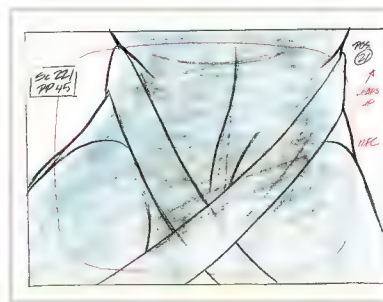
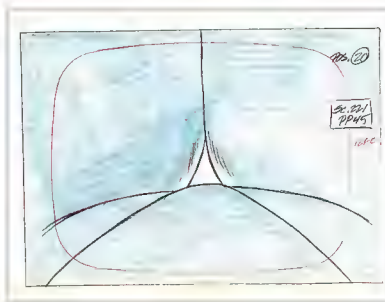
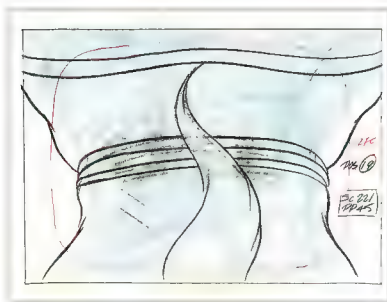
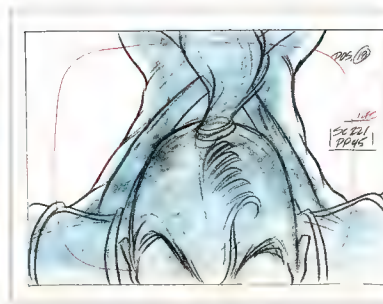
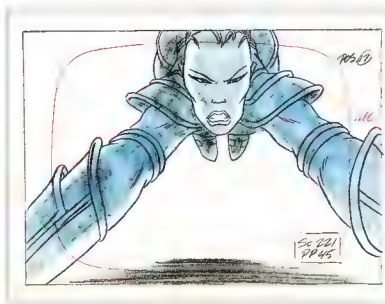
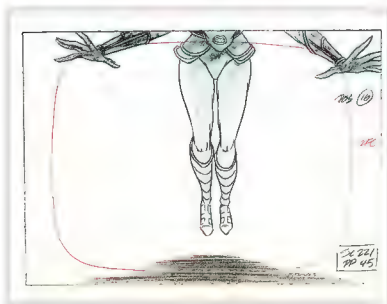
• Huntara was designed by character artist Dale Hendrickson.

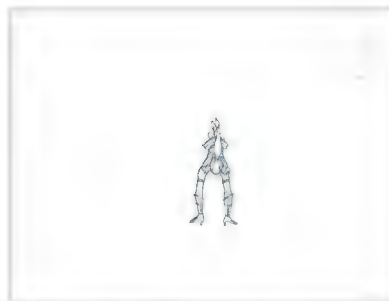
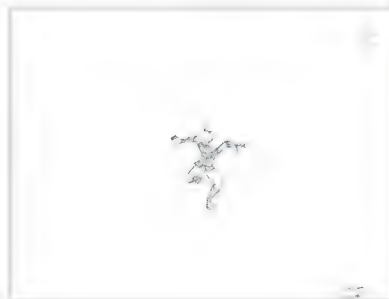
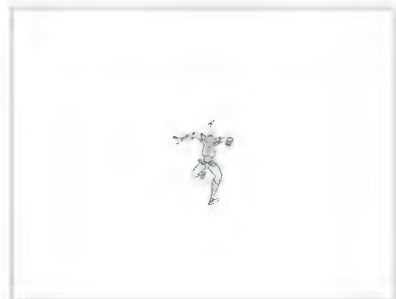
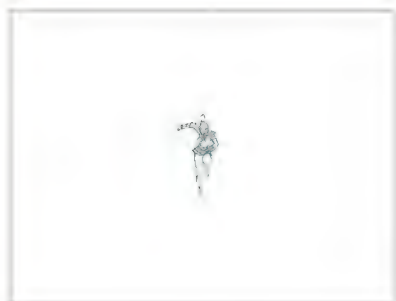
• The animation of Huntara's acrobatic flip toward the screen was expressively staged by layout artist Lenord Robinson. It was then animated by storyboard artist Humberto De La Fuente.

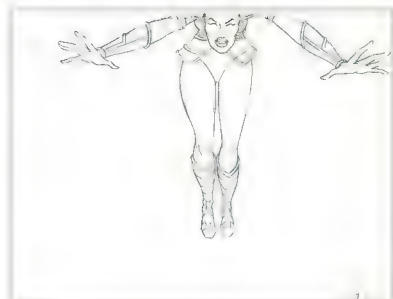
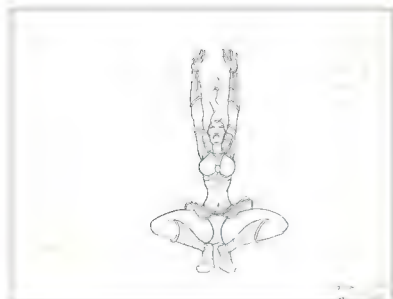
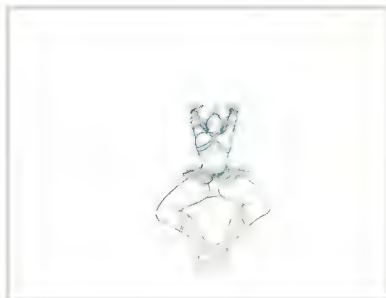
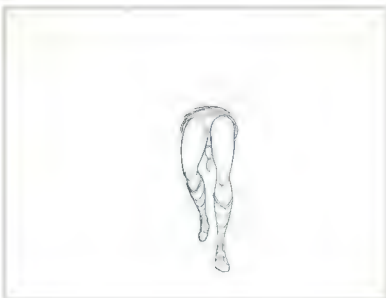
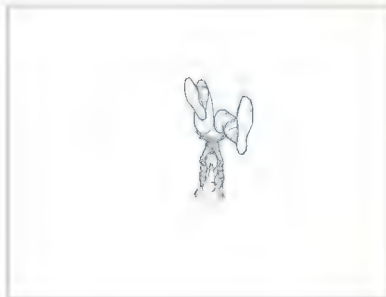
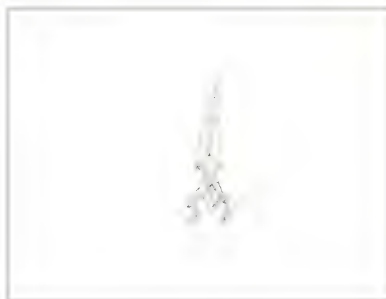
• Huntara was set to return in a war-themed episode named "The Silaxian Wars" written by Bob Forward, storyboarded by Don Manuel, and directed by Tom Tataranowicz. The three Filmation staff members wanted to see how much war-based stock footage they could get away with in an episode.











MICAH OF BRIGHT MOON

CAST Adora, Bow, Glimmer, Hordak, Horde Prime, Hunga, Imp, King Micah, Queen Angella, She-Ra, Spirit, Swift Wind, Tung Lashor

SYNOPSIS In outer space, a Horde squadron chases an escaping spaceship under Horde Prime's orders. The ship is piloted by Micah, king of Bright Moon and Queen Angella's husband. When Micah successfully evades the pursuing crafts, Horde Prime lets him go, choosing to task Hordak with his arrest when he lands on Etheria.

Angella. Mistrusting the Harpy leader but having no other option, Queen Angella agrees and leaves a crying Glimmer in She-Ra's care.

As Micah is put in chains in Talon Mountain, Queen Angella gives herself up and sees Micah for the first time in years. Going back on her word, Hunga imprisons Queen Angella as Tung Lashor's patrol approaches. Hunga takes on the Horde villain and his Bat-Meks, allowing easy access to the mountain for She-Ra and Glimmer. With Tung Lashor's air patrol grounded, Hunga returns and finds the Rebels and Micah are on their way out. Queen Angella challenges Hunga to a battle in the sky and is victorious, allowing She-Ra to dispose of Hunga in the wreckage with Tung Lashor.

Back at Castle Bright Moon, King Micah announces that his visit will be short, as he must serve his people outside of their kingdom, helping them wherever he can. Queen Angella and Glimmer are upset but understand and admire the courage of the king, who promises to return for good when the Horde have been defeated.

She-Ra rescues Glimmer from a deep gorge after she falls over the edge of a cliff while daydreaming, and takes her to Bright Moon, where Queen Angella announces it is twenty years to the day since she and Micah were married. They are interrupted by a bright light in the sky: an aircraft plummeting toward the ground.

Hordak tracks the craft's every move and sends Tung Lashor to capture him just as the ship comes down near Talon Mountain. As Micah exits the wreckage, he is taken prisoner by two Harpies and delivered to Hunga, who has her own ideas for him.

At Bright Moon, She-Ra, Glimmer, and Queen Angella receive a message from Hunga. She reveals that she has Micah as a prisoner and will trade him for Queen

MORAL LOO-KEE. "Hi, here's Loo-Kee again! Did you find where I was hiding? If not, look for me now! See me here? Here I am! In today's story we saw Micah reunited with his family. You know, sometimes we don't realize how important our families are to us. When was the last time you told your parents and brothers and sisters how much you love them? Why not do it now? Okay? Bye now!"

REVIEW There is enough substance in Robert Lamb's script to fill two episodes. Cramping it all into one means that none of the many plot points get as much attention as they deserve. It's exciting to meet the forever angry Hunga again, but her history with Queen Angella and her family is too vague to really give their story much meaning and takes away from the significance of Micah's escape from Horde World. On the other hand, the lovely scene with Glimmer and Queen Angella reminiscing contrasts well with the mother leaving her traumatized daughter crying at Castle Bright Moon. The emotion in the latter is especially heart rending and palpable; never before has Glimmer's demeanor been so childlike and helpless. This episode is so full that it has no choice but to downplay too many important moments. 7/10

MEMORABLE QUOTES

"I know, I know . . . no tongues on the equipment." [Tung Lashor has learned his lesson]

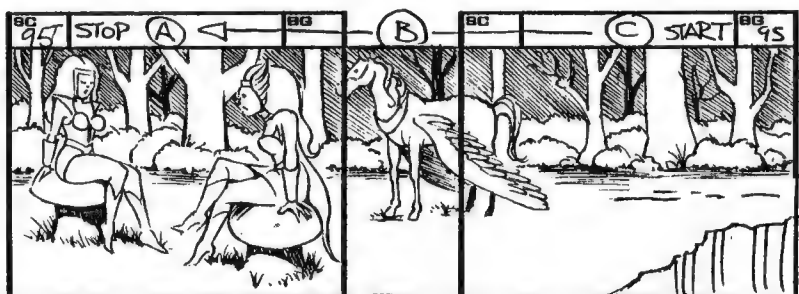
"She hasn't called me Sunshine since I was very little." [Glimmer watches her mother depart for Talon Mountain]

"Cheer up, Angella. I've saved your old spot for you." [Hunga plays host to her former captive]



SQUAD LEADER (VO)
(filtered)

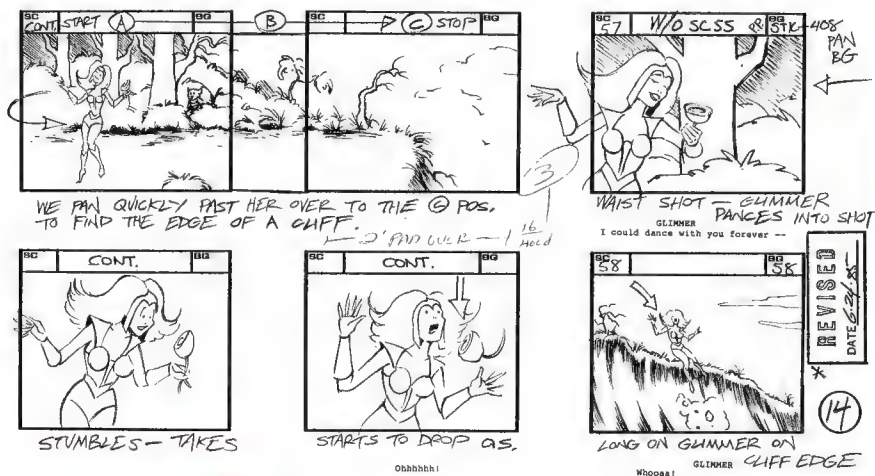
If you return now, Horde Prime will be easy on you. You have ten seconds to turn back.



SAME/AS

The young Glimmer character model would later be reused as General Sunder's daughter Telzy in "Return Of The General."

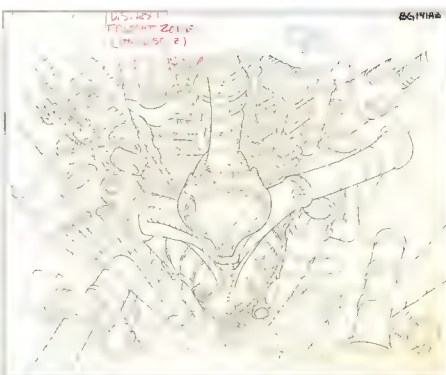
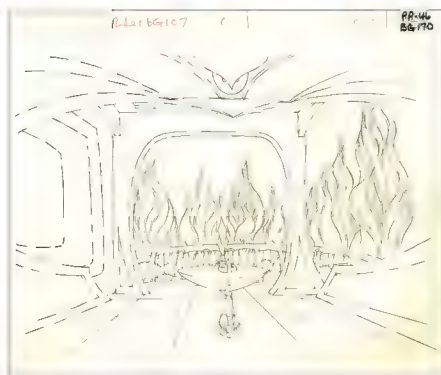
The character model for Micah throughout much of the episode would later be reused as Peck in "The Perils Of Peekablue."



DELETED SCENES

The script's character description for Micah states that he has been a prisoner on Horde World for fifteen years.

In a piece of removed dialogue, Glimmer asks her father if Horde World is like the Fright Zone. He replies that it is, only worse.



TRIVIA

• In the opening shot of the Whispering Woods from high above, there appears to be a distinct lack of trees.

• Despite having the power to fly (seen in "Return Of The General" and "Portrait of Doom"), teleport (as in "Beast Island" and "Small Problems"), and create blinding flashes of light, Glimmer uses none of these abilities to attract She-Ra's attention as she hangs on to the cliff.

• As Glimmer sits talking to She-Ra, her blue leggings are mistakenly painted the same color as her skin.

• Queen Angella calls Glimmer "Sunshine," a childhood nickname, in this episode.

• Forty-six episodes since her first appearance, Hunga returns.

• Queen Angella made fifteen appearances in the series.

• In the original script, She-Ra transforms her sword into a net (rather than a blanket) to capture Hunga.



BONUS SWORD TO EVERYTHING: She-Ra transforms the Sword of Protection into a blanket and uses it to capture Hunga.



Above: Queen Angella as a young woman bears more than a passing resemblance to her action figure.



THE PRICE OF POWER

CAST

Adora, Arden, Broom, Castaspella, Council of Kings, Madame Razz, Mantenna, Nightfire, Norwin, Shadow Weaver, She-Ra, Spirit, Swift Wind



MEMORABLE QUOTES

"She was a—passable sorceress."

[Norwin's summary of Shadow Weaver is less than kind]

"See for yourself what became of me when I embraced the darkness!" [Shadow Weaver reveals her face to Arden]

"Then you have just bought yourself a one-way ticket to the slave mines!" [Shadow Weaver reacts to Arden's decision not to side with her]

"Though I should not, I—I feel sorry for you. Now, farewell." [Norwin speaks his powerful last words to the cowering Shadow Weaver]

SYNOPSIS

In a small village, the sorcerer's apprentice Arden tries to avoid any kind of hard work by using magic to complete his chores. His teacher Norwin informs him that the easiest way is not the best, something Shadow Weaver, one of his former apprentices, found out. Desperate to achieve great power, Arden stows away on a Horde truck bound for Horror Hall to learn how the legendary Horde witch got her power.

While Norwin contacts Madame Razz for help, Arden is found by Mantenna and delivered to Shadow Weaver at Horror Hall. Upon learning that he is an apprentice of Norwin's, Shadow Weaver plans to use the boy as her own apprentice and get revenge on the man who prevented her from obtaining ultimate power.

She-Ra and Madame Razz journey to the village of Allwyn to meet Norwin, who explains that Shadow Weaver will do anything to get revenge on him after he prevented her from taking the full power of

a magical crystal given to her by the Horde in return for betraying Etheria to them.

She-Ra, Madame Razz, and Norwin arrive at Horror Hall and encounter the beasts that reside there while Shadow Weaver trains Arden in the dark arts. She reveals the price she had to pay for her power and presents him with the ultimate test: a chance to defeat Norwin with a powerful gem and dedicate himself to her service. He refuses, realizing that Norwin cares about him while she does not. With her plan foiled and her enemies within her grasp, Shadow Weaver unleashes screaming gargoyles on She-Ra and Norwin. While Madame Razz gets Arden to safety, Shadow Weaver faces her old teacher, but he easily negates her magic, revealing that he allowed her to hold him only long enough for Arden to escape. Using his own powers, Norwin meets Shadow Weaver's magic head on and defeats her as she collapses in a heap on the ground. Norwin, Arden, and the Rebels depart Horror Hall, with Shadow Weaver promising to get her revenge someday.

MORAL

LOO-KEE. "Hi, there, friends! I'm Loo-Kee. Did you see where I was hiding in today's show? If not, look now! I'm hiding here! See me? Here I am! In today's story Arden made a mistake when he went to join Shadow Weaver. But you can bet he won't do that again. We all make mistakes. There's nothing wrong with that. The important thing is for us to learn from our mistakes—that way, we won't make the same mistake again! Bye now!"

REVIEW

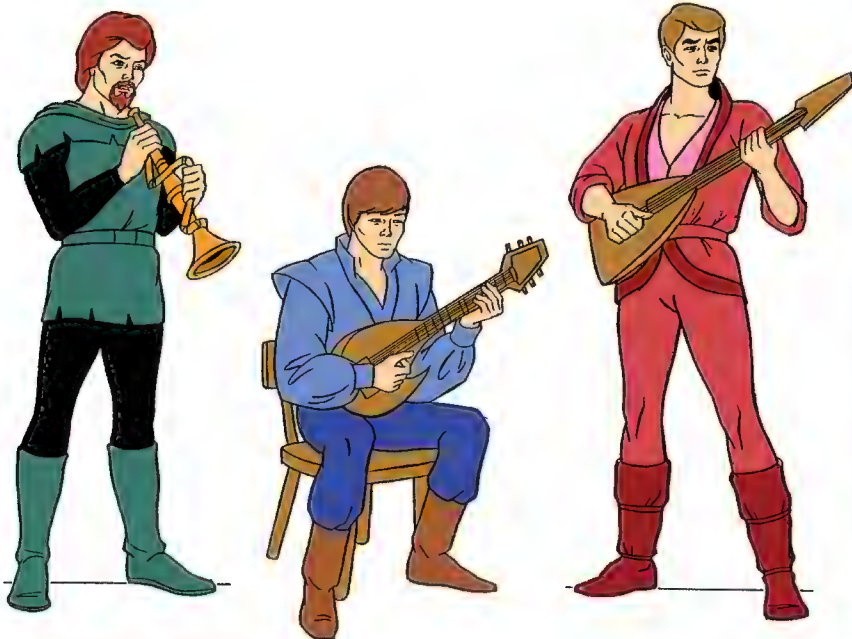
Sadly, this episode is a cauldron of disappointment. Shadow Weaver's origin story should be among the best episodes of the series. Had it been played like He-Man's "Origin of the Sorceress," with more focus on her past, it could have been. But the action is lackluster and the dialogue flat. Too much time is spent on the humdrum relationship between Arden and Norwin for us to get into the nitty-gritty. The best thing about the episode is Arden's reaction to Shadow Weaver removing her hood, leaving us all wondering just how ugly Horde science made her. While the idea of Weaver using Norwin's apprentice to seek revenge on him is excellent, and their final battle is powerful, this script simply doesn't deliver on its promise. **C/10**



Left: The interior of Horror Hall reveals horrific creatures that dwell within large containment units.

SAME/AS

When Norwin talks about the Horde invasion of Etheria, we are shown footage of their first attack. The footage used is of the Horde's invasion of Eternia from the *He-Man* episode "Origin of the Sorceress."



Shadow Weaver's raven-like spy originally appeared as Skeletor's raven in the *He-Man* episode "The Energy Beast."

TRIVIA

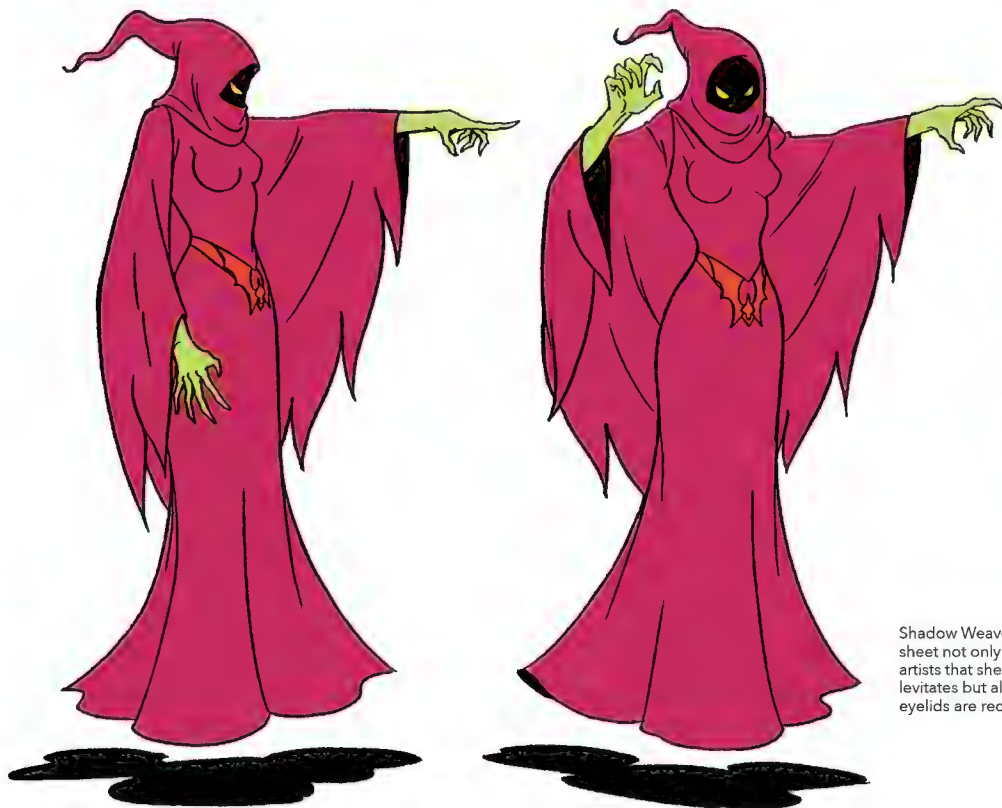
- Both Arden and Norwin were designed by character artist Bruce Timm.
- This is the first time in the series that we see a winding pathway leading up a volcano to Horror Hall.
- After her character's history was hinted at in the episodes "A Loss for Words" and "The Eldritch Mist," Shadow Weaver finally has her origin revealed.
- The UK *Masters of the Universe* and *Princess of Power* comics referred to Shadow Weaver as Light Spinner in her original human form.
- Arden is voiced by Linda Gary. As she also voices Shadow Weaver, many scenes have her impressively going back and forth between the two voices.
- Shadow Weaver reveals her face to Arden.
- When Loo-Kee reveals his hiding place at the end of the episode, although the foreground is the same, the background is completely different from what it was in the episode.



DELETED SCENES

The script states that during the flashback, the young Castaspella is roughly twelve years old, whereas Shadow Weaver is in her late teens or early twenties.

In a removed scene, Mantenna suggests to Shadow Weaver that they tell Hordak She-Ra has beaten the Dark Riders, but Shadow Weaver maintains that she is in charge at Horror Hall.



Shadow Weaver's model sheet not only reminds the artists that she constantly levitates but also that her eyelids are red.



BIRDS OF A FEATHER

CAST Adora, Arrow, Bow, Broom, Castaspella, Catra, Glimmer, Grizzlor, Hordak, Kowl, Madame Razz, Red Eye, Shadow Weaver, She-Ra, Spirit, Swift Wind, Tung Lashor



MEMORABLE QUOTES

"You're too small to be worth much." [Hordak sees no value in Red Eye]

"Whenever there's a wrong side, you're on it!" [Kowl makes an observation about his cousin]

"Think? Think? I don't think much. It hurts my head." [Red Eye reveals a little too much about his personality]



SYNOPSIS Kowl's cousin Red Eye approaches Hordak, wishing to join the Horde. Hordak ridicules him, but Shadow Weaver believes he could be of use to them. She asks him to retrieve some of his cousin's feathers, which will allow her to cast a spell to study Kowl's every move.

At a small village, Red Eye confronts Kowl and attempts to drag him to Hordak. Adora rescues him, but Red Eye still makes off with a bunch of his feathers.

At the Fright Zone, Shadow Weaver enacts the spell, allowing the Horde to see the movements of Kowl and the Rebels. The Rebels plan to lead an attack on a Horde patrol, and so Hordak takes the opportunity to surprise them.

The Horde patrol seems to consist of nothing but trucks when the Rebels ambush it. To their surprise, an army of Horde Troopers await inside and attack them. A spell from Madame Razz allows the Rebels to escape.

Kowl, confused by a cryptic taunt from Red Eye that implied he was to blame for the Horde's awareness of the Rebels' plans,

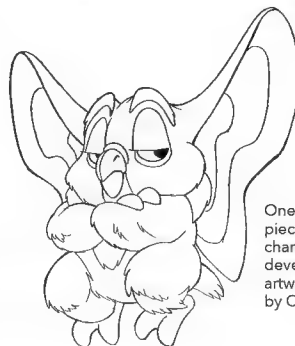
seeks the help of Castaspella. She confirms that Shadow Weaver has a family mind-reading spell and that she may be using Kowl's feathers to spy on the Rebel camp. Feeling like a danger to the Rebellion, Kowl exiles himself to the Valley of the Lost to protect his friends.

While She-Ra goes after Kowl, Hordak pursues him in *Monstron*, Horde Prime's enormous ship. At the Valley of the Lost, Kowl tries to hide in a volcano but passes out from the fumes. She-Ra rescues him in the nick of time, but they are confronted by the Horde. With the volcano threatening to erupt, She-Ra telepathically contacts wild birds from the valley, who come to her aid and obscure Hordak's view from the *Monstron*. She tips the individual Horde members out of the machine and plugs the bubbling volcano with the ship. While Hordak fumes over his defeat, Red Eye is refused a position with the Horde.

She-Ra thanks the birds for their help, noting that they are all birds of a feather together in the fight against Hordak.

MORAL LOO-KEE. "Hi! Heere's Loo-Kee! Well, did you find me? If not, find me now where I was hidden in today's story. Find me yet? Here I am! In today's adventure, Kowl had a problem. Of course, everyone has problems. The trick is to know what to do when you have one. What I do is talk it over with someone who cares. That usually helps me! I'll bet it will help you too!"

REVIEW This episode seeks to expand Kowl's lineage with a fun magical element but ends up falling apart at the seams. Shadow Weaver's spell leads to Kowl's feelings of paranoia and guilt, as revealed in the lovely scene between him and Spirit. However, his self-imposed banishment to the Valley of the Lost seems melodramatic, while Hordak chasing his tiny frame in the enormous *Monstron* is just plain silly. Red Eye is a sneaky piece of work and gets some great lines, making us wish the episode focused more on him. The early scenes reuniting him with Kowl are the episode's strongest moments, but they are too few. This episode could have done Kowl a lot of favors but ends up being forgettable due to the unnecessary scenes that waste its potential. **6/10**



One of many pieces of character development artwork for Kowl by Curtis Cim.

SAME/AS

The sequence in which Adora unsheathes the Sword of Protection to stop Red Eye utilizes the stock footage, though mirrored, of Adora unsheathing the sword from the transformation sequence.

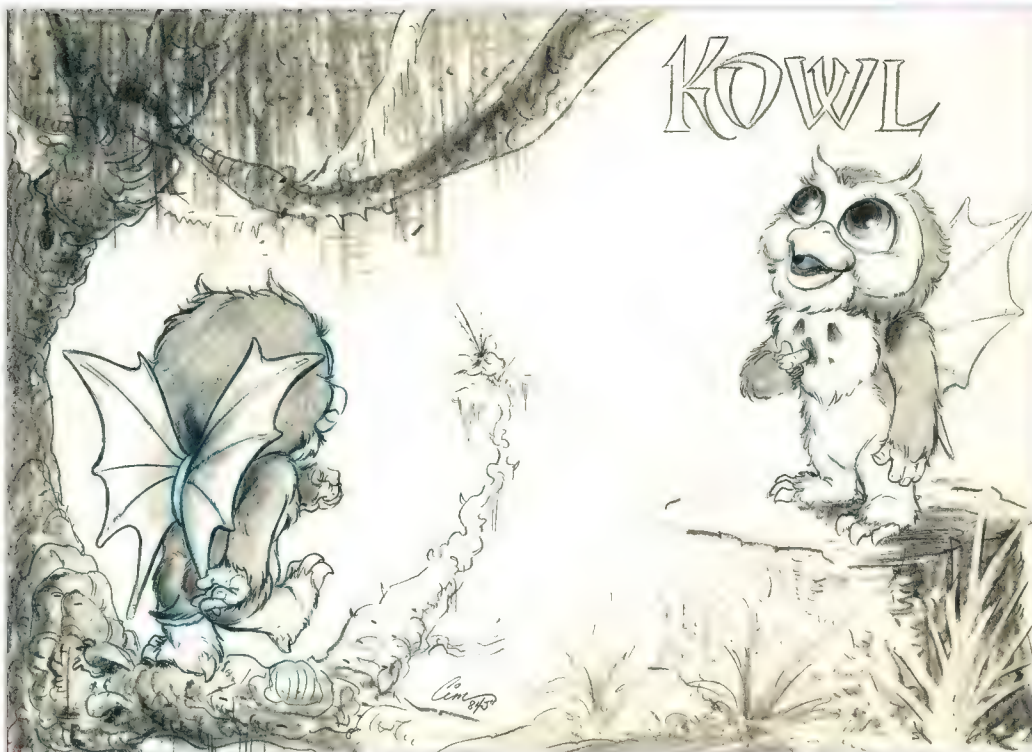
The look of *Monstron* uses the exact same design as the *Velvet Glove* from "Horde Prime Takes A Holiday."



DELETED SCENES

The script describes Red Eye as being at least a foot taller than Kowl.

The original draft for this episode not only introduced his cousin, Red Eye, but also Kowl's race of Kolians, all of whom dwelt within the Valley of the Lost.



TRIVIA

- Lou Scheimer voices Red Eye.
- Kowl made fifty-five appearances in the series.
- Castaspella would not appear in the series for another thirty-six episodes.
- This is Tung Lashor's last appearance in the series.
- The Valley of the Lost is vastly different to its previous appearance in "The Rock People."
- Despite the plot needing Shadow Weaver to be absent from the scene in the Valley of the Lost, and the fact that Hordak states that she is not aboard the *Monstron*, she can clearly be seen standing next to Hordak when She-Ra shakes the *Monstron*.



BONUS

SWORD TO EVERYTHING: She-Ra transforms the Sword of Protection into a glider, enabling a safe descent to the ground for herself, Kowl, and the injured Swift Wind.

BONUS

HORDAK ATTACK: Hordak transforms into a guided missile with a big blaster snout and fires into the mouth of a volcano, causing it to become active once again.



FOR WANT OF A HORSE

CAST Bow, Grizzlor, Hordak, Horde Prime, Mantenna, Shadow Weaver, She-Ra, Swift Wind



MEMORABLE QUOTES

"Some job for a hero like me... babysitting!" [Bow accidentally insults Swift Wind]

"Suppose you make me, wing head!" [Shadow Weaver insults She-Ra by targeting her tiara]

"As the years pass, your mane will become gray from the darkness, and your wings will wither from lack of use. You will never fly again!" [Hordak tells Swift Wind what life as Horde Prime's pet will be like]

"I think it's time for a daring rescue by one of the greatest heroes of the Rebellion... me." [Bow is as modest as ever]

"Bow, you brave, wonderful fool!" [In one single piece of dialogue, She-Ra perfectly sums up the character of Bow]



SYNOPSIS Hordak returns from Horde World, desperate to think of a present to get Horde Prime for his birthday. While Grizzlor recommends two neckties, one for each of Horde Prime's heads, Shadow Weaver suggests Swift Wind would be both a one-of-a-kind gift and a way to rob She-Ra of her greatest ally.

She-Ra and Bow are on patrol on Swift Wind and land in a small village. While She-Ra plugs a hole in a leaking dam, Bow and Swift Wind wait. They hear the cries of a young woman being chased by two Horde Troopers, and Bow decides to rescue the girl. After he defeats the Horde Troopers, the girl thanks him with a kiss, and then immediately transforms into Shadow Weaver, revealing the incident to be nothing more than a trick. She-Ra intervenes, but Swift Wind, having been left alone, is taken prisoner. While the Horde retreat, She-Ra realizes that Swift Wind has gone, and she and Bow journey to the Fright Zone to get him back.

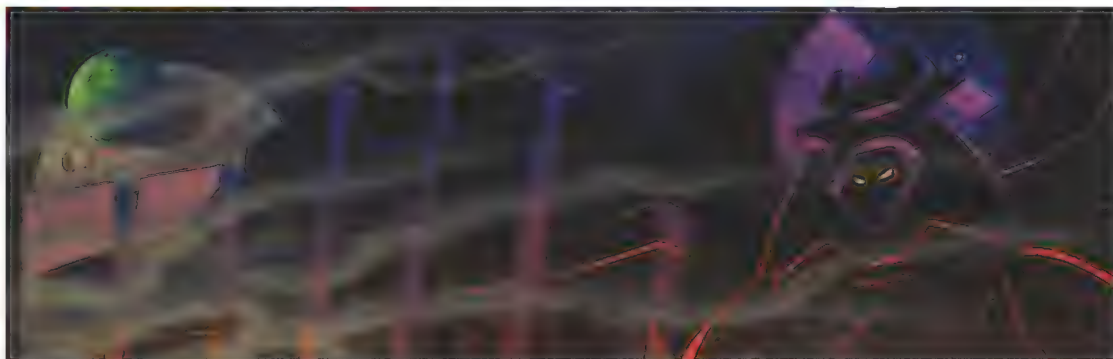
At the Fright Zone, Hordak taunts Swift Wind with cruel words, telling him that his wings will soon be worthless and withered, preventing him from flying, and that he will simply be a toy for Horde Prime's amusement. Hordak shows Swift Wind the Fright Zone's sophisticated defense system and immediately sets him on a spacecraft bound for Horde World.

She-Ra and Bow attempt to break into the Fright Zone but are startled by the improved defense system. While Bow distracts the Horde Troopers, She-Ra swims up a stream into the Fright Zone. She arrives in the pool beneath the trapdoor in Hordak's throne room and finds Mantenna after one of his usual trapdoor humiliations. Evading capture, she heads for the spaceport and slips in unnoticed, freeing Swift Wind from the shackles that keep him prisoner.

She-Ra, Swift Wind, and Bow leave the Fright Zone, forcing Hordak to send Horde Prime two neckties, much to his master's fury.

MORAL LOO-KEE. "Hi, everybody! It's me, Loo-Kee. Did you see where I was hiding today? If not, look for me now. Here I am! There's a very special kind of love, between people and animals. If you have a pet, you know what I mean. If we treat them with patience and kindness, they can be one of our very best friends. Bye now! And see you next time!"

REVIEW By having the Horde abduct Swift Wind, Bob Forward is purposely testing She-Ra for the sake of character development rather than as a plot device. Shadow Weaver's plan is the height of antagonism, and her trap is set with perfect precision. When She-Ra deciphers her cryptic gloating, we feel every ounce of the Princess of Power's shock and pain, and Hordak's later speech to Swift Wind is one of his cruelest, most heartless moments of the series. Swift Wind's rescue is actually fairly easy, considering the Horde's raised defenses, but still allows for some fun supporting scenes for Bow, ever the egotist, and the trapdoor-dipping Mantenna. This episode puts She-Ra's love for her greatest friend under the microscope and, while it's good to see Swift Wind in the spotlight, the focus is more on She-Ra's loss than his capture. **8/10**

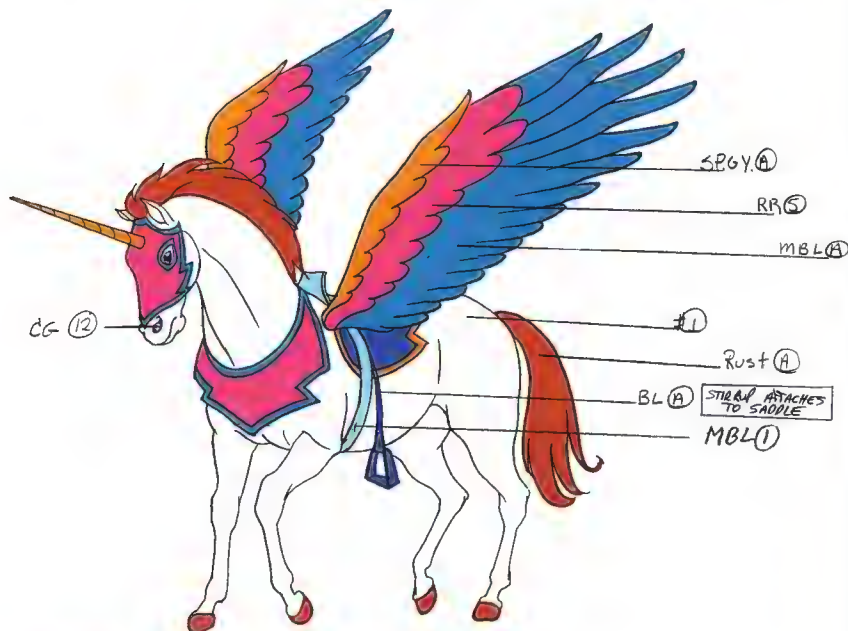


SAME/AS

The sequence of Hordak slumping in his throne and slowly sitting upright was later reused in "Bow's Magical Gift."

The expressive animation of Mantenna falling down the trapdoor was previously used in "A Loss for Words."

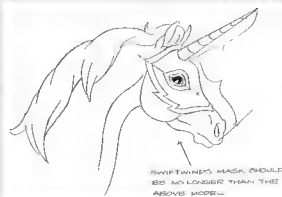
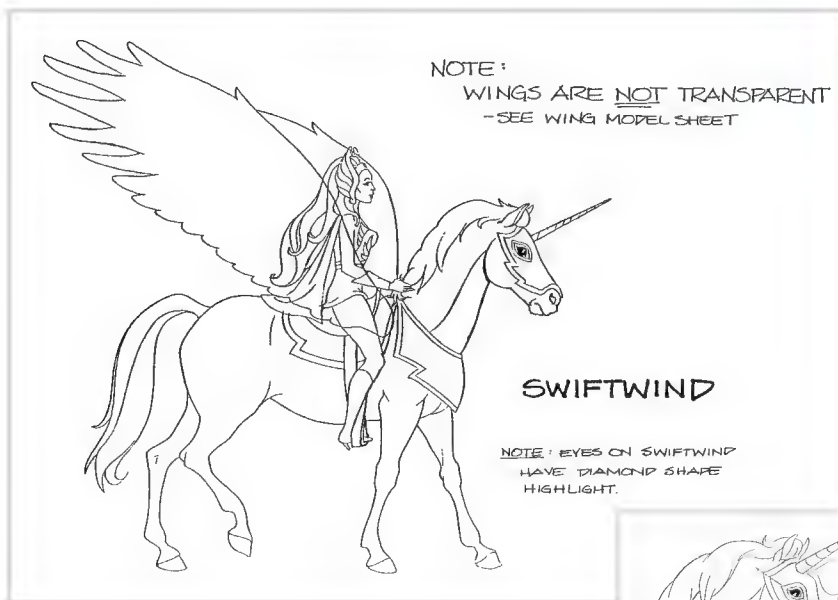
The sequence of She-Ra and Bow on Swift Wind turning and flying into the distance was originally used in "She-Ra Unchained" with He-Man in place of Bow.



DELETED SCENES

In the original script, having remarked that Horde Prime has two heads, Shadow Weaver adds, "Well, that's what I heard!"

In an altered scene, the two Horde Troopers in the hangar are discussing the ship heading to the stars when She-Ra leans down, remarks, "Speaking of stars..." and bangs their heads together.



TRIVIA

• In an interesting piece of dialogue, Shadow Weaver reminds Hordak that Horde Prime has two heads.

• Shadow Weaver was designed by artists Dale Hendrickson, Harry Sabin, and Curtis Cim, based on many different concepts provided by the character design department.

• When She-Ra enters the Fright Zone we finally see the water Mantenna falls into whenever Hordak sends him down the trapdoor.

• As She-Ra bangs the Horde Troopers' heads together, the positioning of the camera is wrong, and we can see the tops of the unpainted animation cels of She-Ra's arms.

• Horde Prime's servant, whom we see at the end of the episode, was due to reappear in the unproduced episode "The Silaxian Wars."

• This episode marks the second time we see Hordak fall down the trapdoor; the first time was in "A Loss for Words."

• This script was initially so short that it had to be lengthened. The scenes where Shadow Weaver intimidates the Horde Troopers, Hordak and Swift Wind have a confrontation in the Fright Zone, and Mantenna points out that Hordak's idea was actually Shadow Weaver's were all added later.



BONUS SWORD TO EVERYTHING: She-

Ra transforms the Sword of Protection into a net in an attempt to catch Shadow Weaver. However, the Horde witch vanishes before the net lands on her.



JUST LIKE ME

CAST

Adora, Arrow, Bow, Hemli, Leena, Modulok, Poltan, She-Ra, Spirit, Swift Wind



MEMORABLE QUOTES

"Hungry people will do what we say, or starve!" [Modulok makes a chilling statement]

"Just as you turned She-Ra's power against her, I, a 'mere woman,' can also turn yours against you." [Adora gives Modulok a lesson in gender equality]

"So as you grow up you'll find that you can be what you want—just like me! Or better still, just like you!" [She-Ra educates Leena while referencing the title of the episode]



SYNOPSIS The Horde steal grain from a small farming village. Leena, a headstrong local girl, is determined to find her idol She-Ra to stop them.

Adora and Bow sneak into the village to put an end to the Horde's villainy but are spotted by some Horde Troopers. After defeating them, they meet Leena, who won't accept help from anyone but She-Ra—and especially not Adora. With Leena heading for the Whispering Woods, Adora changes into She-Ra to pursue her.

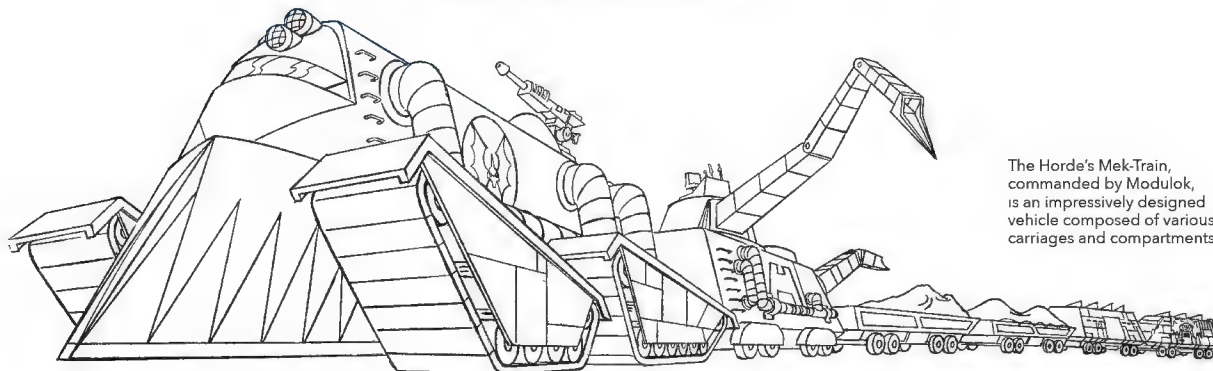
Meanwhile, Modulok arrests Leena's parents, accusing them of supplying food to the Rebellion. While they are locked up with other slaves, Modulok pursues the escaping Rebels, and Leena tries to cross an old bridge from the village to the Whispering Woods. When the bridge starts to break under her weight, Leena refuses Bow's help, instead demanding She-Ra. The Princess of Power swoops in and rescues her, and she, Leena, and Bow continue to the safety of the Rebels' magical forest, which blocks Modulok's path.

The Rebels regroup, with Leena still talking about She-Ra. They go back to her village, where Leena learns that her parents have been taken prisoner. While She-Ra and Bow go after Modulok, Leena disobeys their instructions to stay at home and follows them.

She-Ra and Bow confront the Horde, but Bow is captured and placed in the slave transport with Leena's parents. As Modulok gloats, She-Ra challenges him but falls foul to the power of his converter, which turns her own strength against her. While Leena tries to stop Modulok, She-Ra changes back into Adora, seeing an opportunity to teach Leena a lesson and win the day. Adora outpaces Modulok with her speed and agility, avoiding the power of his converter, and then uses her brains to trick him into unlocking the slave transport and freeing the prisoners. While Adora changes back into She-Ra, Leena's parents and the villagers revolt, trapping Modulok, and the Rebels claim victory as Leena learns a valuable lesson.

MORAL LOO-KEE. "Hello, everybody. I'm Loo-Kee! Did you try to find me in today's show? If not, try now! Find me yet? I'm right here! I don't know about you, but I'm always amazed at She-Ra's physical strength! But she also has other powers, like love and kindness, and fairness. Did you ever think of those as being powers? Well, they are! They work for She-Ra, and they can work for you."

REVIEW A real hidden gem, this episode gives Adora one of her best identity crises. Leena perfectly represents all the young viewers who want to be just like She-Ra. Her attitude causes Adora to feel unappreciated, not just by the little girl but by Bow too. The battle with Modulok allows her to prove herself just as capable as She-Ra, but in different ways. We know that Adora can talk the talk, but her athleticism proves she can walk the walk, too, all the while challenging the villain's attitude to gender equality eloquently and succinctly. The fact that the action happens in such a quiet part of Etheria actually makes the story feel bigger, while the demonic Modulok adds to the intensity with his most threatening contribution to the series. This episode is understated excellence. **9/10**



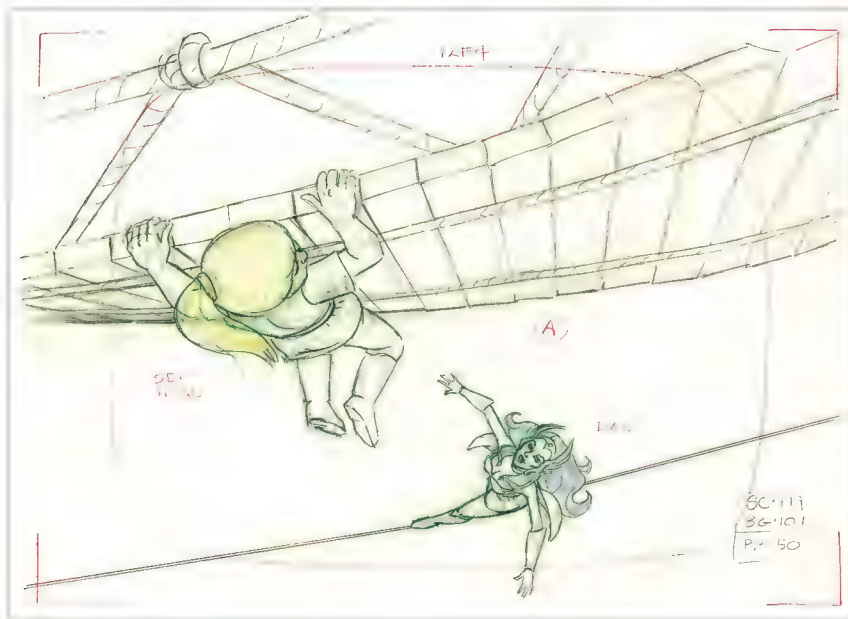
The Horde's Mek-Train, commanded by Modulok, is an impressively designed vehicle composed of various carriages and compartments.

SAME/AS

The bridge location and animation sequences would later be used in "Just The Way You Are."

When Bow crouches behind a bush and the Horde Troopers fly through the air over his head, the footage and setup is from "A Loss for Words."

The image of She-Ra leaning against a tree is a reuse of the shot of the Princess of Power in Snake Mountain shortly after she has defeated the Evil Warriors in "Battle For Bright Moon."



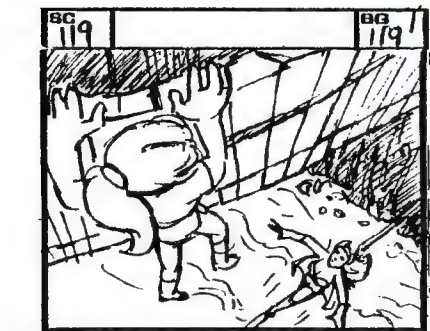
DELETED SCENES

In the original script, the episode begins with Adora receiving an archery lesson from Bow. Adora grows frustrated with Bow's condescending attitude and hits the bull's-eye, splitting his arrow in the process.

Following the archery lesson, the next scene had Madame Razz cooking a meal of Bitterweed Stew (explaining the need to investigate why Mandaville hasn't been providing them with food).

During the final battle with Modulok, Sprag and Spritina were scripted to make an appearance and throw a tarp from the roof of the prison car to trap him.

In an altered scene, the end of the episode takes place at the Rebel camp. Adora once more shows her skill with a bow and arrow, shooting six arrows around Bow's single arrow in the bull's-eye. Shortly after, She-Ra shows up, causing Bow to muse, in reference to Adora, "She's never around when you are. Maybe that's because—oh, that's ridiculous!" She-Ra then speaks to Leena as the celebrations continue.



SEVERE DOWNSHOT LEEA & SHERA.

SHERA (147).
I'll catch you!



Above: Leena's character design was revised to make her more of a tomboy.



TRIVIA

• The village in which the opening scene takes place is Mandaville, the same village Hordak briefly talks about in "The Peril of Whispering Woods."

• The Horde vehicle that Modulok and his Horde Troopers pilot is called a Mek-Train.

• Leena's character model was heavily revised. Originally she wore pigtails and a frilly skirt.

• Tom Tataranowicz continues to try out new visual tricks in his episodes, this time by having the screen enveloped by Modulok's mouth at the very end of act 1.

• Rather than rely on the entire stock transformation footage, Tom Tataranowicz abruptly cuts the sequence by having an explosion burst from the Sword of Protection, seamlessly transitioning into the following scene.

• During his battle with She-Ra, Modulok becomes the first character in the series to drool.



MY FRIEND, MY ENEMY

CAST Adora, Bow, Broom, Catra, Glimmer, Grizzlor, Hordak, Imp, Kowl, Light Hope, Madame Razz, Mantenna, Noah, She-Ra, Skeletor, Spirit, Swift Wind

SYNOPSIS At the Fright Zone, Hordak feasts on a doom-berry pie, a gift from a secret admirer. Imp brings news that the Rebels will collect supplies from the edge of Whispering Woods at dawn, giving the Horde the perfect chance to capture them. While Hordak prepares for the attack, Skeletor steps out of the shadows, revealing himself to be the secret admirer and praising Catra for playing her part in their plot to overthrow Hordak.

At the Whispering Woods, Hordak and his Horde Troopers ambush the Rebels. Glimmer is captured, but She-Ra saves Bow and the others. When Hordak blasts off in his rocket form, he is troubled by a sudden sickness and crash-lands in the Rebel camp. As he begins to fade from sight, Madame Razz diagnoses the poisonous, magical doom berries as the cause, stating that Hordak won't be in existence for much longer. She-Ra seeks answers from Light Hope, who tells her that somebody must cry tears for Hordak in order to save him.

Unable to find anybody willing to help him, an ever-weakening Hordak suggests She-Ra find Noah, the wizard of Woeful

Mountain, who was his old teacher. On the way to finding the wizard, and with Hordak getting weaker, they are attacked by Catra in an air cruiser, but She-Ra repels her, and they are able to continue on their way.

She-Ra finds Noah imprisoned in his own cavern, with Skeletor waiting for her and Hordak. She identifies Skeletor as the one that poisoned Hordak and is unable to persuade Noah to cry for the leader of the Evil Horde. The wizard is still hurt that he took his years of training and then used his skills for evil. Shocked that nobody will care when Hordak disappears, She-Ra begins to cry at the thought of what she deems to be a wasted life for Hordak. While her tears are shed, Hordak rematerializes as the magic of the berries subsides. Knowing that his plan has failed, Skeletor heads back to Eternia.

She-Ra, Swift Wind, and Hordak are teleported back to the Fright Zone, where Hordak finds he has no memory of the day's events. She-Ra frees Glimmer with Bow's help, and the Rebels depart for Whispering Woods, where She-Ra is safe in the knowledge that she did the right thing.

MEMORABLE QUOTES

"From a secret admirer. I like that." [Skeletor finds humor in Catra's lies]

"I feel a little sick. But capturing She-Ra will make me feel much better." [Hordak has unique remedies]

"I counted on your hearty appetite to finish the pie I sent you, and, as usual, you didn't disappoint me." [Skeletor knows his former master all too well]

"You should know by now, Skeletor, that you can't keep a good woman down." [She-Ra dramatically appears before Skeletor]

"I'm crying for the saddest thing I know . . . a wasted life. To be given that most precious gift . . . the gift of living . . . to do with as we choose. I'm crying because this man has chosen to throw it away—and when he goes, nobody will care." [She-Ra's beautiful speech brings Hordak back to life]



MORAL LOO-KEE. "Hi! It's Loo-Kee again! Did you find where I was hiding today? Look carefully! I'm over here! In today's story She-Ra was saddened because Hordak didn't have a real friend. Maybe you know someone who doesn't seem to have any friends. If you do, try to be a friend to them. If it works out, you might be as happy about it as they will be! Bye now! And see you next time!"

REVIEW The doom-berry pie in this episode is an imaginative plot device that leads to excellent character-driven scenes. Skeletor's plan is every bit as evil as we've come to expect, but the fact that nobody, not even the usually forgiving Madame Razz, wants to save Hordak from dying is painfully sad. When She-Ra sees him backed into a corner, her reaction is cathartic, and with Carol Baxter's decision to make the doom-berry cure something as human as tears, She-Ra's crying leaves us all with a lump in our throats. While the wizard who supposedly trained Hordak in magic creates a bit of a continuity error, this episode is a fun race against the clock that gains serious points for She-Ra's tearful speech. **8/10**



NOTE:
"BONY COLLAR" ATTACHES TO SHOULDERS.
HEAD CAN MOVE INDEPENDENTLY OF
COLLAR, BUT ONLY SLIGHTLY.
"MOVEMENT" OF HEAD WITHIN COLLAR
IS LIMITED TO A QUARTER TURN ONLY—
AFTER THAT, START MOVING SHOULDERS
WITH THE COLLAR.

SIZE #1 HEADS

SAME/AS

The animation of Bow throwing the Horde Trooper uses the stock He-Man character throw, seen numerous times in the *He-Man* series.

When She-Ra transforms her Sword of Protection into a shield, the animation is the same as the sequence in the episodes "The Price of Freedom" and "The Unicorn King."



DELETED SCENES

In the original script, Catra sends a Bat-Mek to spy on Hordak, which explains how she knows of his whereabouts when she attacks Woeful Mountain.

Weaver would cry for him, before retracting his own statement.

In a piece of dialogue removed for time, Hordak suggests that maybe Mantenna or Shadow

A removed scene had Skeletor and Catra taunting Glimmer in her prison cell, with Glimmer replying that the villainous pair deserve one another.



TRIVIA

- The main tower of the Fright Zone is referred to as Fright Tower in the script.

- When Skeletor emerges from the shadows, his theme music from the *He-Man* series begins to play.

- This is one of two episodes in which Skeletor teams up with a Horde female to overthrow Hordak. The other episode, "Of Shadows and Skulls," sees him ally himself with Shadow Weaver.

- The wizard Noah of Woeful Mountain is revealed to have taught Hordak magic at some point.

- As He-Man has done numerous times before in his own series, She-Ra uses her sword to slice Skeletor's Havoc Staff in two.

- When released on video in the UK, this episode was missing the moral.



BONUS SWORD TO EVERYTHING: Firstly, She-Ra transforms the Sword of Protection into a ladder, enabling her to climb Woeful Mountain with Hordak slumped over her shoulder. Secondly, She-Ra transforms the sword into a flaming torch, enabling her to make her way through the dark caverns.



Above and left: She-Ra prepares to execute her jump spinning crescent kick.



THE WIZARD

CAST

Acrobad, Adora, Bow, Broom, Colonel Blast, Dr. Drome, Kowl, Leech, Madame Razz, She-Ra, Sprag, Spritina, Sprocker, Swift Wind



MEMORABLE QUOTES

"Touch that man and you'll be the sorriest slime in the Horde, Leech."
[She-Ra threatens Leech]

"Hopping Horde World, it's She-Ra!" [Colonel Blast is shocked to see the Princess of Power]

"When my friends are in trouble I never miss, dearie!" [Madame Razz is a determined individual]



SYNOPSIS A farmer and his family are in danger after Kowl fails to warn Adora of an incoming Horde patrol. She-Ra manages to save the day, but Kowl blames himself and his fear of the Horde, prompting Bow to scorn him. Kowl confides in Broom, who believes Madame Razz may have a courage spell to help his friend feel more confident.

Hard at work over her cauldron, Madame Razz dismisses Broom, who begins to feel worthless. He suggests to Kowl that they search for the wizard of Silverglade, who will undoubtedly find a use for them. Kowl agrees, and the unlikely pair head on their way.

Kowl and Broom's journey is brought to a halt when they meet Dr. Drome, a traveling purveyor of potions, and his bouncy assistant Acrobad. They are soon fed by their new friends and offered a lift to Silverglade. But when Kowl spots a Horde outpost as an unexpected stop on their journey, he and Broom try to escape. Knowing Kowl and Broom could be profitable bounty, Dr.

Drome and Acrobad capture them, intending to sell them to the Horde.

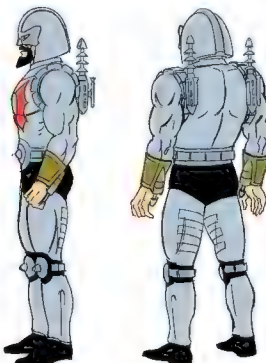
While the Twiggetts' search for Broom and Kowl at the Rebel camp proves unsuccessful, Madame Razz uses her magic to trace them. She finds them in the hands of Colonel Blast, a gun-toting Hordeman who plans to deliver them to Hordak and maybe even an alien circus. While the Rebels journey to save them, Broom and Kowl are thrown into a prison cell, dreaming of the home and the friends they left behind.

The Rebels arrive at the outpost. While Horde Troopers try to keep She-Ra at bay, Bow and Madame Razz disappear inside the outpost to save Kowl and Broom. The quartet escape, and Bow makes quick work of Colonel Blast's rapid-fire laser blasts. Dr. Drome and Acrobad slip away unnoticed, and the Rebels also depart.

Back at the Whispering Woods, Madame Razz and Broom enjoy an emotional reunion and while Bow initially apologizes to Kowl, the pair are soon bickering.

MORAL LOO-KEE. "Hi! Here's Loo-Kee again! Did you find where I was hiding? If not, take another look. See me now? Here I am! In today's adventure, Broom and Kowl ran away. That was wrong, but they did something even worse... They went away with a stranger. I'm sure you've been told about the dangers of getting into cars or going away with people you don't know. Never, never do it! Bye now."

REVIEW Although clearly taking its cue from *The Wizard of Oz*, this episode has not a single wizard in sight. The script wastes its first act setting the scene, and when Kowl and Broom finally set off on their little adventure, they are intercepted by two of the strangest villains in the series. The suggestion of selling them to an alien circus would've given us a more unique direction for the story, but because the scenes with Dr. Drome and Acrobad are fairly dull, and the resulting confrontation with Colonel Blast over too quickly, it ends up being a wizard-free anticlimax. While the conclusion reuniting Kowl and Broom with Madame Razz and Bow nicely depicts the differences in their layered relationships, this episode juggles too many balls too slowly and without any real consequence. 4/10



FULL SHOT - KOWL AND BROOM AT DROME'S MEAL TABLE - FULL OF FOOD SCRAPS



INT - DROME'S WPCEN
DROME SITS LIKE THE "MAD HATTER"

DROME
That's quite alright, friend Kowl. Another bibble-fruit, perhaps?

SAME/AS

Madame Razz's "Mazze Fazzle" animation sequence was previously used in "Beast Island."

The sequence in which She-Ra backflips to avoid Colonel Blast's laser fire was previously used in "The Unicorn King."



DELETED SCENES

In the original script, after Kowl has mentioned that the pair should've brought food with them, Broom replies, "I didn't think of it. Brooms don't need to eat."

A removed scene near the end of the episode had Broom and Kowl getting revenge on Dr. Drome and Acrobad by knocking the pair down a well full of water.



BROOM
Oh, pish-and-tosh. You may not be the bravest of us, but—



BROOM
You know, now that I'm never going to see her again, I realize how much I'll miss Madame.



TRIVIA

• The scene with Bow falling into She-Ra's arms and affectionately playing with her hair was animated by Sherri Wheeler, an artist who also created memorable romantic scenes in the episodes "Romeo And Glimmer" and "Sweet Bee's Home."

• For the first time in the series we see Madame Razz's house. The next time it would appear in the series would be in "Something Old, Something New."

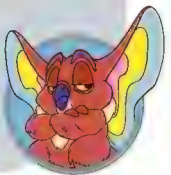
• The journey Broom and Kowl undertake is loosely based on *The Wizard of Oz*. The script even states in its direction, "They're off to see the wizard ..." before the end of the first act.

• Acrobad was based on a proposed action figure conceptualized by Ted Mayer for the Masters of the Universe toy line. Acrobad's action feature would have been a spring-loaded torso, so that when the figure was pushed down, he would spring back up into the air.

• George Dicenzo voices both Acrobad and Dr. Drome.

• Colonel Blast was based on a proposed action figure conceptualized by Ed Watts for the Masters of the Universe toy line. The character would eventually appear on toy shelves in 1986 as Rio Blast, an ally of He-Man.

• When his armor is destroyed, Colonel Blast is comically revealed to be an incredibly skinny man.



UNEXPECTED ALLY

CAST Adora, Arrow, Bow, Catra, Else, General Sunder, Glimmer, Grizzlor, Hordak, Loden, Mally, Mantenna, She-Ra, Spirit, Swift Wind



MEMORABLE QUOTES

"Your bravery does you credit. It is a pity that you are Rebels." [General Sunder respects his foes]

"I'm not sure I trust General Sunder anymore. He's getting too ... honest, if you know what I mean." [Hordak muses to Grizzlor]

"What is it that gives you Rebels your extraordinary courage and determination?" [General Sunder questions She-Ra]

"Because our struggle against the Evil Horde is an honest one. We have a cause. We are fighting for our freedom!" [She-Ra answers General Sunder]

SYNOPSIS The towering Horde commander General Sunder imprisons a family after they object to the raising of taxes. The daughter of the family, Mally, escapes and flees to the Whispering Woods in search of She-Ra.

Mally tells her story to the Rebels, who agree to help free her parents. Adora is surprised to learn that Mally escaped after General Sunder, whom Adora knows from her days in the Horde, forgot to lock the door of her cell. Regardless, she changes into She-Ra and heads to a Horde prison camp with the Rebels.

While She-Ra and Glimmer distract General Sunder and the Horde Troopers, Bow frees Mally's parents. General Sunder aims a stun pistol at Mally, motivating Bow to throw himself on the pistol and take the hit. With Bow unconscious, General Sunder offers to release him if She-Ra gives herself up. She-Ra agrees, and she is escorted to the Fright Zone.

General Sunder presents She-Ra to Hordak at the Fright Zone. Furious that he kept

his word to the Rebels and released Bow, Hordak orders General Sunder to take She-Ra to a cell in power chains that even she cannot break.

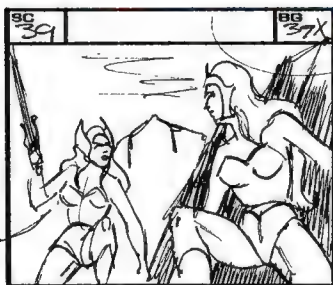
Bow, Glimmer, and Mally journey to the Fright Zone to find She-Ra, with Mally disguised in a cloak and Bow and Glimmer hidden in a pile of hay in a wagon. When they pass Horde guards, Glimmer nips into the prison and frees She-Ra. General Sunder confronts them but, instead of arresting them, unlocks She-Ra's power chains and lets them go. After he speaks of his disgust at the Horde, She-Ra invites him to join the Rebellion, but he declines.

Glimmer and She-Ra escape from the Fright Zone and join Mally and Bow for the journey home. General Sunder suddenly appears, having changed his mind, but he falls from a high window and breaks his leg. Holding off the Horde forces, She-Ra picks him up and takes him back to the safety of the Whispering Woods, where Mally and General Sunder begin to grow fond of one another.

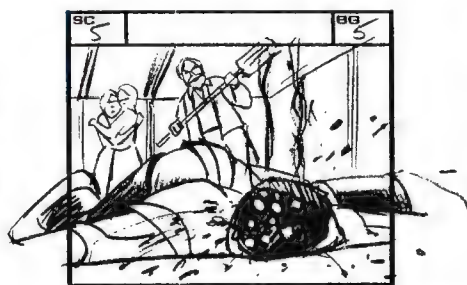


MORAL LOO-KEE. "Hi! Here's Loo-Kee again! Did you find where I was hiding? If not, here's another chance. Find me? Here I am! See? One more chance and you found me. Have you ever said it's too late to change bad habits or mistakes you've made? Remember, it's never too late to make a change for the better ... There's always one last chance. Bye now!"

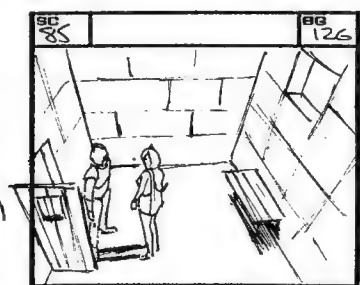
REVIEW This episode benefits from being told entirely at night, although the dark tale's ultimate strength is in General Sunder's torturous relationship with all he has ever known. The story sets up an interesting situation for Adora, who, having known General Sunder and left the Horde herself, is the ideal person to talk him round in the guise of She-Ra. General Sunder's growth from reluctant villain to first-time hero is authentic and believable and is complemented by a stirring plot that flows naturally; his standing up to Hordak and their awkward stare-down form a standout scene. While other Horde defectors, such as Lohani and Shakra, are depicted as a tad weak, General Sunder is like Adora in that he is headstrong and confident—and has the kind of integrity that helps make this episode a classic. 9/10



SHERA
Stay down. Let me handle this.



SPARKS & SMOKE SPEW FROM TROOPER'S BASHED HEAD
you metal monsters! This is our home!



SHERA
My friends will rescue me, you know.

SAME/AS

When General Sunder punches the Horde Trooper, the sequence is based on the memorable piece of animation in which He-Man punches the screen during the introduction to his own show.

The sequence in which She-Ra points the Sword of Protection at the screen and transforms it into a shield would later be used in "Swift's Baby."



DELETED SCENES

In an altered scene, General Sunder was to bring his fist down on top of the Horde Trooper's head to destroy it. In the final episode he punches the Horde Trooper straight on.

After the rope breaks and General Sunder falls, we see Mally suddenly holding She-Ra's shield. In a

removed scene She-Ra hands her the shield before running out of the shot.

In the original script, in order to aid the injured General Sunder in his escape, She-Ra transforms the Sword of Protection into a crutch.

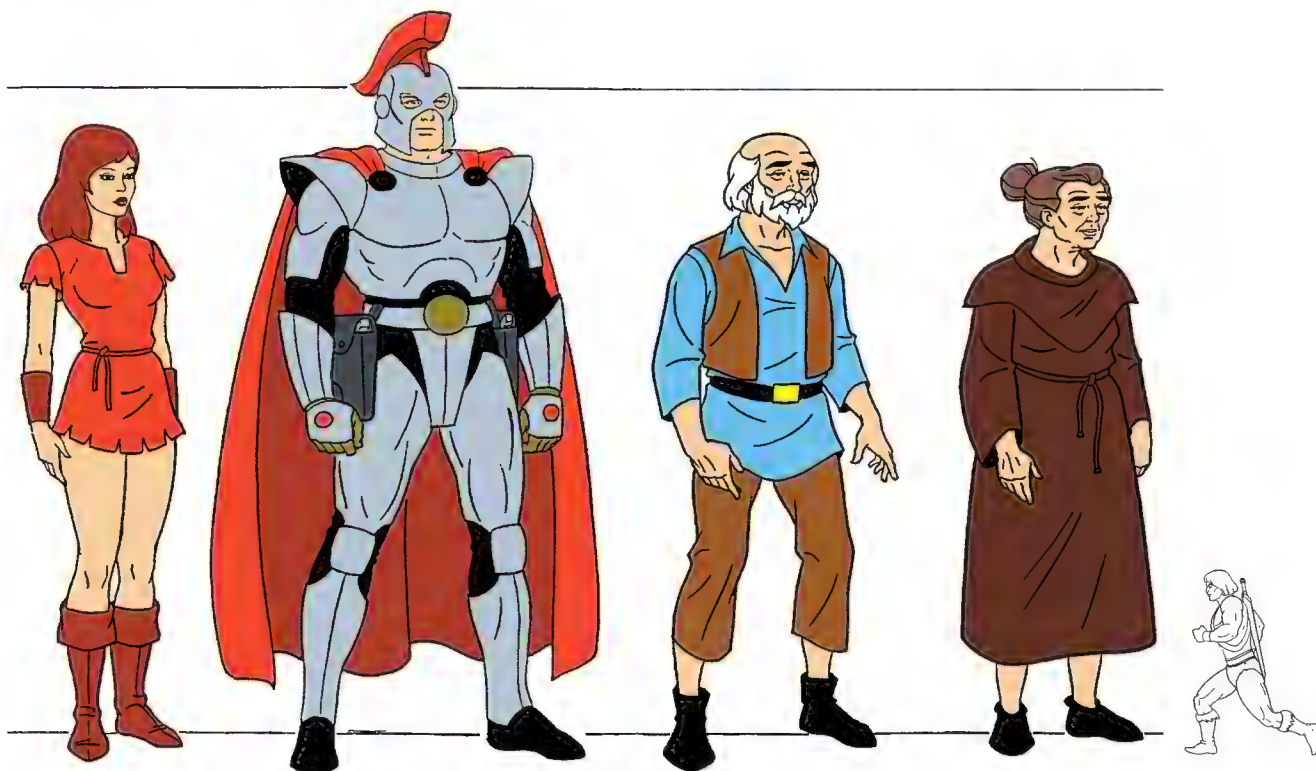
TRIVIA

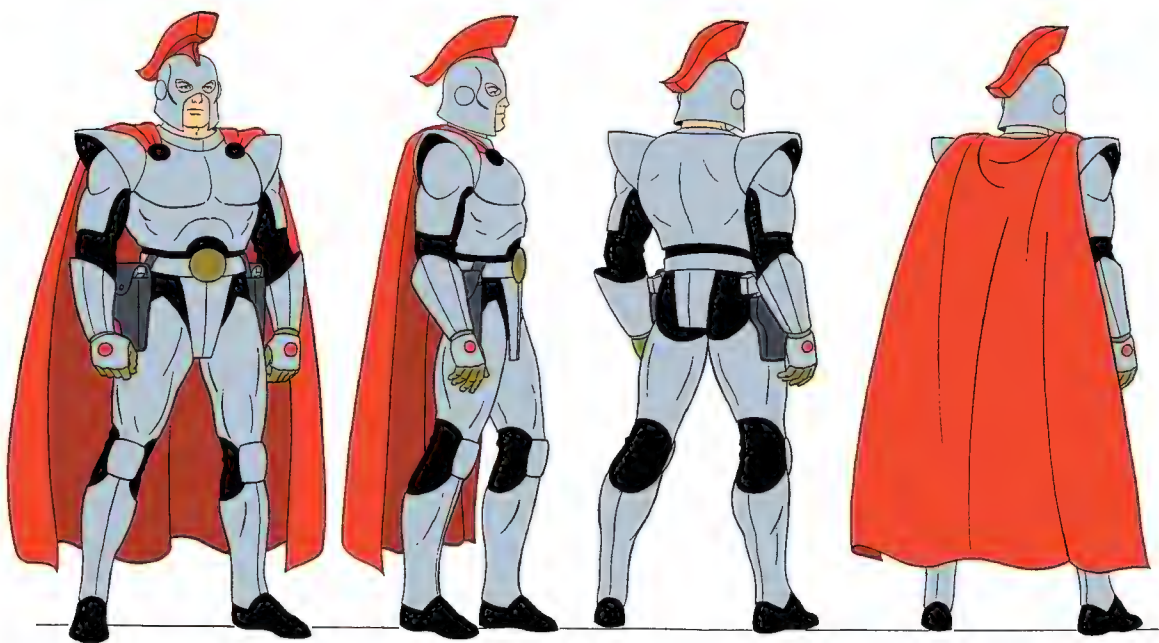
- This was the first episode to commence production in 1985.
- This is the only episode of *She-Ra* directed by Hal Sutherland.
- General Sunder, Mally, Loden, and Else were all designed by character artist Bruce Timm.
- Mally is voiced by Linda Gary.
- On the two times She-Ra transforms her Sword of Protection into a shield, she dramatically points the sword at the screen.
- Mally's attraction to General Sunder would blossom beyond this episode, as revealed in "Return Of The General," in which the pair have a daughter.
- The character models for this episode were finalized on May 3, 1985.



BONUS

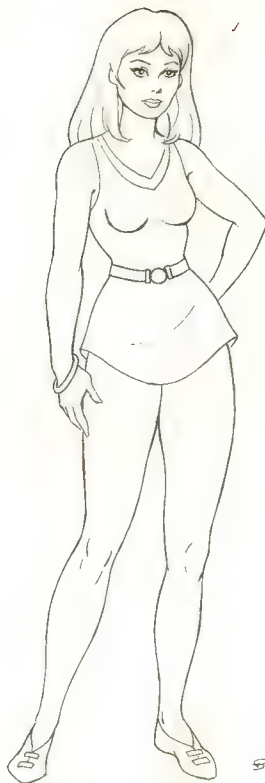
HORDAK ATTACK: Hordak confronts the Rebels as they attempt to escape the Fright Zone and lands in front of them, revealing he has rocket thrusters underneath his feet.





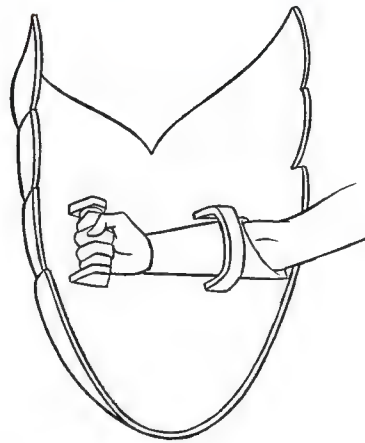
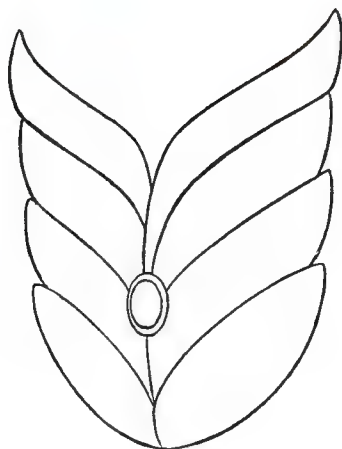
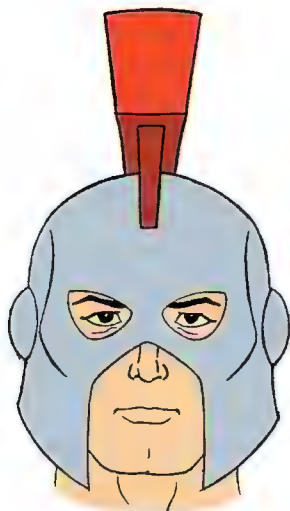
"MALLY"

COMBINE #1 BODY w/ #2 HEAD
FOR "MALLY"



B.T. —

Two of Bruce Timm's
suggested designs for Mally.



SHERA'S SHIELD

TO BE USED IN ALL SHOWS
WHENEVER SHERA'S SWORD
TURNS INTO A SHIELD

THE LIGHT OF THE CRYSTAL

CAST

Adora, Bow, Catra, Facet, Glimmer, Granita, Imp, King Varn, Kowl, Mantenna, Prince Arkion, Scorpia, She-Ra, Stonedar, Storm, Swift Wind

SYNOPSIS

Catra has taken control of Elfworld and is forcing the elves to work for her in the Crystal Mines. Storm, son of King Varn, escapes to seek the Rebellion with the help of Facet, a young member of the Rock People. The Rebels, accompanied by Prince Arkion, who has strayed from his responsibilities in Vargon, travel to Elfworld to try to rid the kingdom of the Horde.

While Bow and other Rebels go to rescue King Varn and his people, She-Ra confronts Catra at Elfworld Castle. The villainess is ready for her, and soon the Princess of Power is trapped in a crystal dome. A mysterious boulder breaks through the castle walls and unfolds to reveal Granita of the Rock People. Together, She-Ra and Granita shatter the crystal dome and are soon on their way to help their friends, who have become imprisoned themselves in the Crystal Mines.

While Scorpia forces them to dig for precious minerals, the Rebels plot their escape. They are interrupted by another great rock bursting through a tunnel leading

to the mines. Stonedar, leader of the Rock People, destroys the guarding Horde Troopers and causes a cave-in, which allows them to escape.

Stonedar and Granita escort King Varn back to his castle while She-Ra goes to look for Arkion, who has fled the mines in fear of the Horde. She finds him feeling ashamed that he deserted his friends, but She-Ra persuades him to come back, saying that they will welcome him and be glad that he is safe.

Catra takes charge of a huge Air Cruiser to catch the Rebels and launches a full-scale attack with Destructo Tanks and Horde Troopers. While Arkion rescues Storm from a Horde Trooper, She-Ra confronts Catra in her Air Cruiser and deposits her in a muddy pool.

While Elfworld is freed from the threat of the Horde thanks to the friends working together, Arkion agrees to return home to face his responsibilities and stand by his father, King Semor.

MEMORABLE QUOTES

"Get out of Elfworld, you rotten robots!" [Storm is none too pleased with the Horde's invasion]

"Then I was thrown and I've had a headache ever since." [Imp complains shortly after being thrown a fair distance and landing in a small lake]

"What do you mean you have a headache?! You are a headache!" [Catra has little patience for Imp's complaining]



MORAL

LOO-KEE. "Here's your friend Loo-Kee again! Did you find my hiding place today? If not, try again. Here I am! You know something? When you stop to think of all the things parents do for their children, you begin to realize how really extra special they are. When was the last time you said 'thank you' to them? Or better still, 'I love you'? How about doing it right now?"

REVIEW

Despite a setup with potential, this episode becomes about everything and nothing, almost as if several scripts have been thrown together to make it. The threat to Elfworld, the random inclusion of a handful of Rock People, and the contrived story of Arkion leave this episode with too much filler and too little focus. Arkion essentially tags along so that his story can be shoehorned in. As a result, his dilemma feels forced and unnatural, while the threats to the other characters are resolved quickly and easily, leaving us wondering what the point was. This episode tries to throw us into an all-out war, but no amount of action is going to distract us from the average scenes that surround it. **4/10**



CATRA TURNS HEAD.



SUPPENLY GOBLET FLASHES... AND IS TRANSFORMED INTO IMP.



IMP
(laughing)
Boo! Ha, ha, ha, ha, ha!

SAME/AS

The low-angle shot of Arkion fleeing Scorpia is based on the stock footage of He-Man used in his own series.

Numerous shots of the Horde Troopers in formation firing at the Rebels were previously used in "The Price of Freedom."



TRIVIA

• Storm is voiced by Linda Gary, while Arkion is voiced by George Dicenzo.

• Stonedar, Granita, and Rokkon would later appear in the *He-Man and the Masters of the Universe* newspaper strip, where it is revealed that Granita and Rokkon are Stonedar's children.

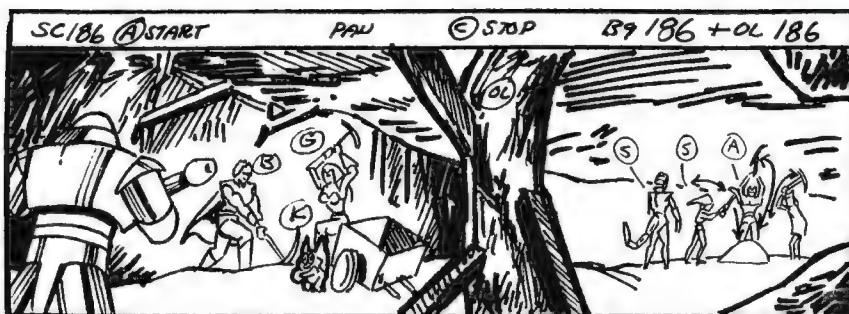
• Scorpia was designed by character artist Dale Hendrickson.

• The script states that Swift Wind should carry Granita and She-Ra, yet the female member of the Rock People vanishes from the episode until the final scene.

• Loo-Kee's hiding place in this episode is the same as his hiding place in "A Loss for Words."



BONUS IMP-ISH BEHAVIOR: Imp begins the episode disguised as a goblet, making Catra jump when he appears in her hand. To spy on the Rebels, Imp transforms into a small blue tree atop a cliff edge. However, he falls over the edge, only for Bow to catch the oddly colored tree. Demonstrating his pitching ability, Bow hurls the small blue tree over a hill and into a pool of water, where a frustrated Imp transforms back.



INT MINE. PAU FROM TROOPER TO BOW, GLIMMER, ROWL, PASS OL TO SCORPIA WATCHING STORM, ARKION, KING VARIN PICKING AWAY

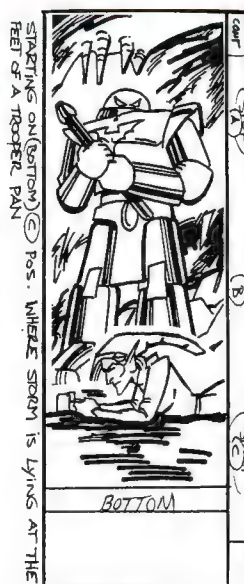
DELETED SCENES

An early draft of the script refers to the Rock People as the Rock-Bots.

A removed scene had Scorpia attacking the Rebels with stun beams; She-Ra defends her allies with a large crystal stalagmite, deflecting the rays back at Scorpia and commanding her to dance.



RAY BEAM HAND TICKLES BOW IN THE BACK. BOW STARTLED.



Above: Jim Shull's storyboards show a Horde Trooper standing menacingly over Storm.



LOO-KEE LEND A HAND

CAST Arrow, Beast Man, Bow, Broom, Catra, Cringer, Frosta, Glimmer, He-Man, Hordak, Imp, Light Hope, Loo-Kee, Madame Razz, Mantenna, Orko, Prince Adam, Shadow Weaver, She-Ra, Skeletor, Sorceress, Spirit, Spritina, Sprocker, Swift Wind

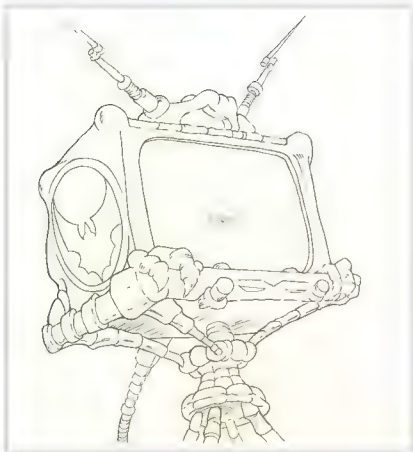


MEMORABLE QUOTES

"Just looking at you makes me suffer." [She-Ra responds to Hordak's threat]

"Aw, cheer up, boss. Let's drop somebody down the trapdoor. You always like that." [Imp tries to bring Hordak out of his funk]

"Adora is She-Ra." [Light Hope reveals Adora's secret identity to Loo-Kee]



SYNOPSIS Hordak receives a special delivery from Horde World: a bright, shiny mineral called Parthax, the most powerful element on the dark planet. He plans to use it to power his Timestop Device, which will be able to freeze the Rebels in their tracks forever.

At a market town, Shadow Weaver and Imp spot Glimmer in disguise and surreptitiously plant the device onto a cart pulled by Arrow. A short while later, Glimmer arrives at Whispering Woods and removes items from the cart. She spots a Horde symbol on the Timestop Device and tries to throw it from the woods, but it explodes, freezing her and the Rebels in time.

While Hordak celebrates, Loo-Kee awakens. Noticing that the animals, the people, and even the leaves in the woods are eerily still, he suspects something is wrong. Loo-Kee is surprised when a dimensional gate appears beside him. The voice of Light Hope beckons him through the portal. He steps inside and emerges within the Crystal Castle, where Light Hope tells him of the Timestop Device. Light Hope is forced to

reveal Adora's secret identity as She-Ra, and Loo-Kee realizes that he is their only hope. Light Hope sends him to Eternia to find He-Man.

After a brief encounter with Skeletor in Snake Mountain, Loo-Kee finds Prince Adam at the Royal Palace of Eternia. They journey to Castle Grayskull, where the Sorceress tells them that magical beings are immune to the power of the Timestop Device. Prince Adam changes into He-Man and, along with Loo-Kee and Orko, is sent to Etheria by the Sorceress to tackle the device.

He-Man finds Adora and places the Sword of Protection in her hand to release her from the timeless trance. She changes into She-Ra, allowing her and He-Man to force the Timestop Device out of the woods. The disturbance creates ripples across Etheria, resulting in tremendous gales. Using their combined strength, the Twins of Power successfully destroy the Timestop Device, restore the Whispering Woods to normal, and return the unwanted machine to the Fright Zone, where it causes havoc.

MORAL LOO-KEE. "Hi! Today I know you found me, 'cause I was part of the story. You know, none of us have powers like She-Ra and He-Man, but we can still do lots of things that are helpful to others. I'm not very strong, and my magic is just for hiding, but I helped She-Ra and He-Man today. Size is not the true measure of one's worth. Little people, like you and me, can do big things. So don't let being little keep you from being helpful."

REVIEW This episode is a fantastic tale of action and magic that relies on the Whispering Woods' last hope to rescue our heroes. Little Loo-Kee becomes a welcome addition to the story and is played as feisty and brash, despite his usual moral preaching. We are just as surprised as he is when Light Hope drops the landmark bombshell that Adora and She-Ra are one and the same, but this ultimately allows for She-Ra and He-Man to unite in a dramatic struggle to save the Rebellion, as well as some fun scenes on Eternia. It's not clear why some of the other magical beings weren't frozen in the Whispering Woods, but overall the episode includes the kind of epic flair we expect from a crossover in the hands of Robert Lamb. **8/10**



SAME/AS

This episode uses Castle Grayskull's Travel Corridors room, previously seen in the *He-Man* episodes "She-Demon of Phantos," "Dawn of Dragoon," and "To Save Skeletor."

The animation of the Sorceress creating the portal originally appeared in the *He-Man* episode "Orko's Missing Magic."



Two of Loo-Kee's original suggested color schemes.

DELETED SCENES

A scene removed from the opening battle had the Horde Troopers form a pyramid to fire at the Rebels; Frosta then creates a giant snowball to defeat them.

The script states that Hordak should chase Mantenna around the Fright Zone in a series of static animation cels, firing unmoving laser blasts to suggest the reverse effects of the Timestop Device.



Left: Detailed layout artwork depicts Bow playing his combow.

TRIVIA

- This is the first episode in which Loo-Kee plays a part in the story.
- The Loo-Kee character was masterminded by Arthur Nadel, who was the executive vice president of creative affairs at Filmation.
- According to the model sheet, Frosta's horse is named Winter.
- Besides She-Ra, Swift Wind, Kowl, and He-Man, Loo-Kee is only the fifth character to enter the Crystal Castle.
- Loo-Kee learns the secret identities of both She-Ra and He-Man.
- Although she is supposed to be frozen in time, Adora's hand somehow grabs the Sword of Protection.
- After Lou Scheimer saw the rough cut of the episode, he called Robert Lamb and congratulated him on his script.



BONUS HORDAK ATTACK: Hordak transforms into a large tank with a battering ram in order to break through Frosta's imposing wall of ice.

BONUS IMP-ISH BEHAVIOR: Imp transforms into a loudhorn, enabling Hordak to communicate with the Rebels. As the leader of the Evil Horde speaks, Imp's mouth movements comically match Hordak's.

OF SHADOWS AND SKULLS

CAST

Adora, Bow, Broom, Catra, Grizzlor, Hordak, Imp, Kowl, Leech, Light Hope, Madame Razz, Mantenna, Scorpia, Shadow Weaver, She-Ra, Skeletor, Spikor, Swift Wind

SYNOPSIS

After Shadow Weaver fails to capture the Rebels, Hordak berates her. Humiliated, she plans to dispose of her leader and take over the Horde herself, but she needs an ally.

Shadow Weaver appears as a vision to Skeletor at Snake Mountain and requests his support, promising to give him all the power he needs to conquer Eternia if he helps her. He agrees and travels to meet her.

While Light Hope alerts She-Ra to the Lord of Destruction's arrival, Skeletor and Shadow Weaver intercept Hordak on a patrol through Snake Tongue Pass. Hordak and Skeletor fight, but when Skeletor emerges victorious, She-Ra tries to prevent him from advancing any further. Shadow Weaver snares the Princess of Power, but Swift Wind escapes to find help. Skeletor tricks Shadow Weaver into dragging Hordak into a magical cage and locks them both inside.

While Swift Wind warns Bow and Madame Razz that She-Ra has been captured, Hordak awakes and, working alongside Shadow

Weaver, begins to cut through Skeletor's magical cage.

Back at the Fright Zone, Imp encourages Catra's Force Squad to stage a mutiny against Skeletor. They decline, preferring to hunt Imp down for their own benefit. Bow and Madame Razz break into the Fright Zone and free She-Ra from a magical prison, which forces a duel between the Rebels and Skeletor and the Horde Troopers he now commands. In one fell swoop, She-Ra catapults Skeletor out of a window and into the Fright Zone moat, where he is met by an angry Shadow Weaver and an even angrier Hordak. Just as Skeletor is about to reveal the name of the person who betrayed Hordak, Shadow Weaver teleports him back to Eternia, claiming to be angry about his treatment of Hordak. They are alerted to Imp's calls for help and witness the Force Squad chasing him. With Skeletor gone and Hordak back on the throne, Catra and her Force Squad are left with a lot of explaining to do.



MEMORABLE QUOTES

"You pig-faced little worm, I'll turn you into a sausage!" [Shadow Weaver loses her temper with Imp]

"Yeah, take off, Shadow Wimpy!" [Imp ensures he gets the last word]

"Well, nail head, what shall we do to make life miserable for King Randor today?" [A day in the life of Skeletor]

"I don't like Hordak, but I wouldn't leave a slime crawler to your brand of mercy." [She-Ra knows Skeletor too well]

"Just like He-Man. Always meddling." [Skeletor notices similar character traits]

"I think I'll make King Randor my court jester when I conquer Eternia. If he's funny enough." [Skeletor makes grand plans for Eternia]

"Blast that woman! She's worse than He-Man." [Skeletor's frustration with She-Ra grows]

"Hordak may be a villain... but at least he's our villain." [Bow makes a valid point]



MORAL

LOO-KEE. "Hi, everybody! It's Loo-Kee... in person! Did you find my hiding place today? If not, look for me now. See me yet? I'm right here! Today Hordak was mean to Shadow Weaver. So she tried to get revenge. But as you saw, that didn't work. If someone is mean to you, don't try to get revenge. Instead try to forgive and forget, because that usually works! Bye now!"

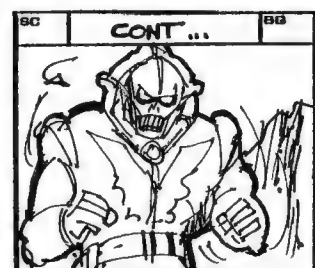
REVIEW

This episode is a top-tier classic that expertly depicts Skeletor as the mythos's ultimate villain. The heroes are reduced to mere supporting cast members as the story unapologetically places the villains in starring roles. Larry DiTillio's brilliantly observed script sees Shadow Weaver seeking the sweetest revenge for Hordak's treatment of her. Her greed paves the way for Hordak and Skeletor's best fight scene of the series, and of course, for Skeletor to sit atop Hordak's throne—a giddy fan's joy if ever there was one. After the Lord of Destruction plots his next move with his characteristic black humor, Larry DiTillio resets the balance perfectly with the aggrieved Shadow Weaver sending him back to Snake Mountain. This episode perfectly showcases Skeletor at his very best. **8/10**



HORDAK REACTS IN ANGER.

HORDAK
A good idea.



HE TURNS TOWARD CAM.

But I'll be doing the ending.

SAME/AS

When Adora holds the Sword of Protection aloft as she prepares to transform into She-Ra, the cavern background was the one previously used in the *He-Man* episode "The Gambler" during Prince Adam's transformation into He-Man.

The animation of Hordak threatening Skeletor with his arm cannon at the end of the episode was originally used in "Battle For Bright Moon."



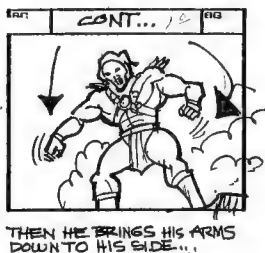
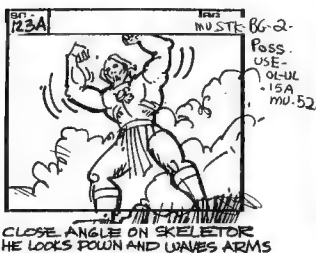
DELETED SCENES

In an altered scene, after being rebuked by Hordak and Imp, Shadow Weaver was to walk past Catra, Grizzlor, and Leech, all of whom were to be laughing at her.

In a piece of removed dialogue, Light Hope reveals that he is not aware of who Skeletor is; She-Ra

explains that he is her brother's worst enemy, recalling, "He came here once before and caused us nothing but trouble."

In the script, the role of Spikor was originally to be filled by Beast Man.



TRIVIA

• After the She-Ra transformation sequence, the next shot shows the Horde's position over the Rebels. When it cuts back, a nice piece of continuity animation shows She-Ra still in her "I am She-Ra" pose, before sheathing the Sword of Protection.

• The interiors of Horror Hall are different to what we have seen in previous episodes.

• Spikor makes a cameo appearance in this episode, retaining his protracted way of talking that was established in the *He-Man* episode "The Games."

• In a fair one-on-one fight, Skeletor defeats Hordak.

• For the first and only time in the series we see Skeletor sitting on the throne in the Fright Zone.

• Larry DiTillio's script comically refers to the Horde villains pursuing Imp as the "Let's-Eat-Imp-For-Brunch squad."

• Aside from a cameo of his face in "Dark-smoke and Fire," Skeletor would not appear again in the series for another thirty-five episodes.



BONUS HORDAK ATTACK: During his duel with Skeletor, Hordak transforms his right arm into a device that shoots a large steel prong out toward Skeletor, which briefly holds the Lord of Destruction. Hordak then transforms his left arm into a rifle but does not get a chance to use it. Charging at Skeletor, Hordak transforms into a small tank with a battering ram.



Left: William Barry's storyboards show Skeletor shaking his arms in victory and vanishing—a surprisingly complicated sequence to direct!



JUNGLE FEVER

CAST

Adora, Catra, Great Beast, Grizzlor, Hordak, Imp, J'Milla, Korg, Pooka, Rattlor, She-Ra, Spirit, Tondy



MEMORABLE QUOTES

"Somehow . . . I know this sword is not for killing!" [Although suffering from amnesia, Adora understands the Sword of Protection]

"Hordak is sure lucky to have me." [Imp may actually have a point]

"Now wait a minute! Harming trees is against the rules!" [Much like her brother, Adora does not enjoy seeing trees fall]

"I know who I am! And now I know what I must do with this sword." [Adora prepares to transform into the Princess of Power]

SYNOPSIS The Horde capture Adora while she is riding through the forest and imprison her in a cell on Beast Island. Hordak tasks Grizzlor with guarding the former Horde Force Captain, but she soon escapes. She dives and tumbles through the treetops to evade capture, but Adora's impressive acrobatics come to an abrupt halt when she falls and hits her head. Suddenly she has no memory of where she is, what she was doing, or even who she is.

Adora encounters a towering jungle beast and a baying tribe of spectators goading it. Somehow, Adora is able to communicate with the Great Beast and tells the people it is responding angrily to the sound of their conch trumpet. Having promised the conch will not be blown again, a tribesman called Korg leaves the camp and heads for the boundary beyond the jungle to find the Horde, who may help identify the stranger.

While Hordak offers Korg a reward for Adora's capture, she is teaching Tondy, the chief's son, about respecting the animals of

the jungle rather than harming them. Tondy tells her that both his tribe and the animals need to drink from the small stream that runs into their village, but there is not enough water for everyone, which causes a problem. Adora understands but thinks there must be a way for the two groups to live in harmony.

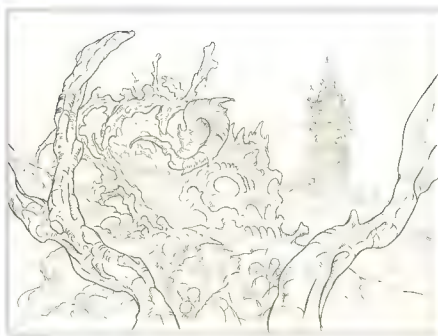
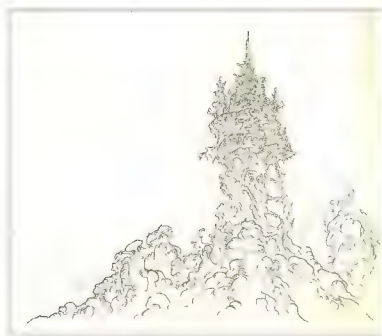
Korg directs the Horde to the Great Beast. While Imp starts a forest fire to smoke out Adora, Rattlor creates unpleasant rattling noises that cause the Great Beast to rampage. Adora tries to calm it, but she hits her head again, causing her memory to return. Adora subsequently transforms into She-Ra once more.

After disposing of the Horde with ease, She-Ra is faced with a bigger problem: putting out the forest fire. She and the Great Beast journey to the top of a high mountain to find a lake and release a river of water into the valley, putting out the fire and providing ample water for the tribe and the animals for the foreseeable future.



MORAL LOO-KEE. "Hi! I'm Loo-Kee! Did you find me in today's adventure? If not, look for me now. See me here? Here I am! In today's story, Tondy found out that it is better to be a Beast Protector than it is to be a Beast Warrior. It's the same in your world, too. What I mean is, rather than being mean to animals, be kind to them. Be an 'Animal Protector.' Bye now, my Animal Protector friends."

REVIEW Without her memory, not only can Adora not become She-Ra, but she also has no memory of the skills that make her a confident leader. Don Heckman's script sees her relying on instinct, allowing us to learn what Adora would be like without the threat of the Horde at her doorstep. It is perhaps a bit far fetched to have the jungle tribe learn life lessons from a woman with amnesia, but the sentiment about basic respect for nature gives the episode a solid balance of social education and lively entertainment for young audiences. Don Heckman would go on to use a similar conclusion to bring two communities together in "Out Of The Cocoon," so he won't win any prizes for originality, but this episode is an enjoyable story that benefits from being set far away from the locations we're used to visiting. **7/10**



SAME/AS

The character model for Pooka is strongly based on the design of Pooki from the *He-Man* episode "Into the Abyss."

The animation of She-Ra grabbing Rattlor by the tail, swinging him around, and then throwing him was previously used in "The Anxious Apprentice," with Scorpia in place of Rattlor.



TRIVIA

- The script to this episode wrongly assumes that the Valley of the Lost is located on Beast Island.
- Tondy is described in the script as being nine years old.
- J'Milla, Korg, and Tondy were all designed by character artist Bruce Timm.
- The script to this episode states that the Great Beast is roughly fifty feet high.
- Rattlor would not appear in the series for another twenty-five episodes.
- Korg's speech at the end of the episode suggests that She-Ra taught him and his people a great lesson, whereas it was actually Adora.



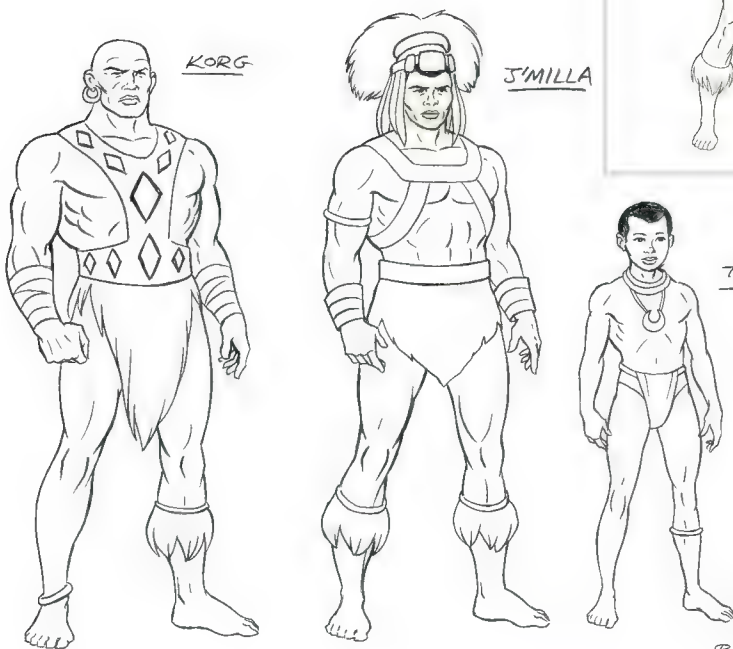
BONUS IMP-ISHER BEHAVIOR: Although Imp transforms into a rocket once again, the design is notably different from his previous form. Landing in the jungle, Imp transforms into a flamethrower and torches the dense forestry.

DELETED SCENES

In the original script, Adora and Tondy watch from behind a tree as the towering jungle beast leaves.

Originally the bola thrown at Adora wrapped around her ankles, knocking her off balance. She was then brought to her feet and securely tied up.

The final scene was to show Pooka playfully running around the feet of the Great Beast.



Bruce Timm's suggested character designs for Korg, J'Milla, and Tondy.



BLACK SNOW

CAST Captain Bron, Frosta, Hordak, Imp, King Narwhal, Modulok, Multi-Bot, She-Ra, Swift Wind, Wesk



MEMORABLE QUOTES

"If we are to avoid war, we must keep our tempers under control."

[Frosta has wise words for her people]

"Who could order a big, tough robot like you around?" [She-Ra attempts to get information from Multi-Bot]

"I hear young hotheads spouting old hatreds. A typical beginning for the horrors of war." [Frosta, once more, shows her wisdom]



SYNOPSIS At Castle Chill, Frosta explains to She-Ra that the Selkies blame her people for the strange black snow that is falling in their territory but not around Frosta's home. She-Ra offers to help solve the mystery before a war breaks out between the former enemies.

Multi-Bot, the evil robot of a thousand bodies, spies on She-Ra and Frosta as they walk the snowy terrain of the north. He warns his creator, Modulok, who is busy trying to convince a young Selkie named Wesk that Frosta's people are responsible for the snow.

Frosta and She-Ra continue their trek, but Modulok uses his Weather Wheel invention to create a blizzard of black snow that temporarily blinds them. With She-Ra's vision disabled, Frosta is whipped up by the strong winds and dumped into Galacia, right into the hands of Wesk.

While Frosta is put on trial by King Narwhal of the Selkies, She-Ra is confronted by Multi-Bot, who has been sent by Modulok to dispose of her. She-Ra makes light work of the barrage of attacks Multi-Bot throws at her and fools him into telling her that it was

Modulok who created the black snow with his Weather Wheel.

Frosta is imprisoned, causing her people to declare war on the Selkies. As She-Ra takes to the skies on Swift Wind to confront Modulok, the two clans prepare for battle. Frosta escapes and races to the scene of the battle, desperate to put a stop to the impending war.

She-Ra braves bolts of lightning and heavy winds from Modulok's Weather Wheel before boarding the craft and confronting the villain. She defeats him and takes charge of the machine, heading for the site of the battle.

As the Selkies and the Snow People prepare to fight, Frosta creates an ice wall between them and blocks their paths. As she does, the snow turns white again and She-Ra lands the Weather Wheel, explaining it is the work of the Evil Horde.

While She-Ra sends Modulok and Multi-Bot hurtling back to the Fright Zone in a beaten-up Weather Wheel, Narwhal rebukes Wesk for being hotheaded and makes amends with Frosta for the misunderstanding.

MORAL LOO-KEE. "It's Loo-Kee again, with another chance for you to find me. If you haven't already, look now. See me? Here I am! Today She-Ra healed a Howler that was sick. It's no fun being sick. But there are some things you can do to avoid that, like dressing warmly in cold weather and eating healthy foods. Ask your parents what to do. Because getting sick is just no fun at all!"

REVIEW It's been a long time coming for Frosta to take center stage, but her starring role in this episode does not disappoint. The story feels serious from the word go, as Larry DiTillio weaves a complex web of lies for the Selkies, the Snow People, and She-Ra to untangle. Modulok is written with a deceitful malice that makes him an excellent villain, with his Weather Wheel generating a deadly threat to the inhabitants and proving a unique challenge for She-Ra. And while Multi-Bot is hilarious as his bumbling sidekick, we are left wondering whether Modulok would be better off inventing gadgets that don't talk back. Larry DiTillio's clever script sets us on a journey into a land unknown, involves us brilliantly in the mystery that has led to the black snow itself, and keeps us gripped until the end. **7/10**



Right: Bruce Timm's suggested character design for King Narwhal.



SAME/AS

When She-Ra attempts to telepathically communicate with the Snow Howlers, the animation used of the Princess of Power is from "Battle For Bright Moon" when she telepathically communicates with the bear.

The animation of Frosta conjuring and firing a blast of ice from her hand would later appear in "Sweet Bee's Home."



DELETED SCENES

In the original script we were to see She-Ra and Swift Wind arriving at Castle Chill at the very start of the episode.

The script was heavily rewritten to account for the fact that Multi-Bot had two heads and therefore needed two differing dialogues.

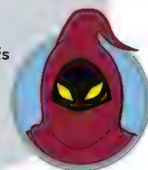
The script makes reference to the abandoned concept of Frosta's "Crystalline arm" from the series bible.



Above: Bruce Timm illustrated the armies of the Snow People and the Selkies preparing to wage war on one another. These illustrations were actually used, with minor alterations, in the final episode!

TRIVIA

- This is the first and only time in the series that we see Castle Chill.
- Having made five brief cameo appearances up until this point, Frosta finally appears as a main character in an episode.
- Captain Bron, Wesk, King Narwhal, and all of the supporting Snow People and Selkies were designed by character artist Bruce Timm.
- Multi-Bot was designed by character artist Harry Sabin and based on the early concept illustration of the action figure by Ted Mayer.
- Frosta made a total of six appearances in the first season and only two in the second season.
- Frosta's method of traversing the land by creating an ice bridge appears to have been borrowed from the cartoon *Spider-Man and His Amazing Friends*, in which the character Iceman used the exact same method for traveling.
- The character models for this episode were finalized on April 17, 1985.



BONUS SWORD TO EVERYTHING: She-Ra transforms the Sword of Protection into a magnet and line and uses it to destroy a section of Modulak's Weather Wheel.



ANCHORS ALOFT PART 1

CAST Admiral Scurvy, Adora, Davy Jones, Falcon, Sea Hawk, She-Ra, Spirit, Squall, Swen, Swift Wind



MEMORABLE QUOTES

"Great." [She-Ra realizes the problem of having two people aboard one flying ship]

"That was for not being dead..." [Sea Hawk, seconds after he has kissed Adora]

"You're the sorriest sap of a sea dog I ever set eyes on!" [Davy Jones introduces himself to Sea Hawk]

"I am the Falcon... your father." [Falcon delivers a Star Wars-esque piece of dialogue]

SYNOPSIS Onboard the *Solar Sailor*, Sea Hawk and Swen tell Adora about the Falcon, the finest captain ever to have piloted a ship, who plundered Horde tax ships and gave the money to the poor. He vanished twenty years ago and is revealed to be the Sea Hawk's father, much to Adora's surprise. Claiming to support the Rebellion only because he hates the Horde, Sea Hawk reveals his biggest weakness is gold. Moments later, Swen spies a Horde tax galleon approaching, which Sea Hawk believes will be loaded with gold.

Piloted by Admiral Scurvy, the galleon transforms and becomes a Horde Dreadnought. Sea Hawk realizes they have been tricked and warns Adora to hide while he steers the ship away. Adora changes into She-Ra and takes on Admiral Scurvy's Horde Troopers, defending the ship and destroying the Horde's weaponry. Furious, Admiral Scurvy fires a laser beam from his mechanical eye and hits the *Solar Sailor*. As it falls toward the ocean, Sea Hawk evacuates his men and Adora to safety in hovering gravboats but

refuses to leave his beloved ship. Much to Swen and Adora's horror, the ship explodes.

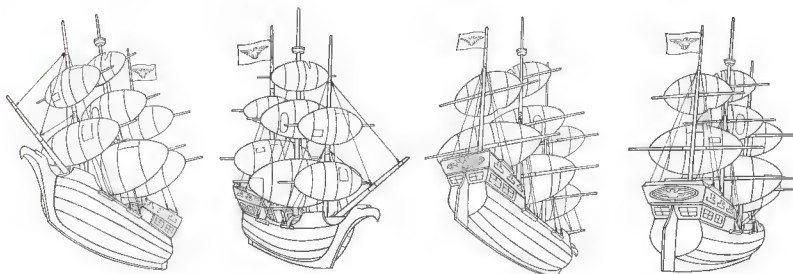
Sea Hawk wakes on the coast of a deserted island. After finding the gold has disappeared from his treasure chest, Sea Hawk meets Davy Jones, a small, smart-mouthed mouse, who guides him to a secret grotto within a mountain. Inside, he finds a magic compass aboard a grounded old ship and uses it to find his men and Adora, who are stranded on another island. Adora tries to transform but is spotted by Admiral Scurvy, who orders his Troopers to stun her and Sea Hawk's crew before taking them prisoner.

Sea Hawk is confronted by a mysterious cloaked figure who tells him that he can only save his crew if he beats the stranger in a fight. Obliging, Sea Hawk tackles him but falls foul to his collection of weapons. When Sea Hawk seems defeated, the stranger offers him a chest of gold instead of his crew's freedom, which he rejects. As Davy Jones applauds Sea Hawk's integrity, the stranger removes his cloak and reveals himself to be the Falcon.



MORAL LOO-KEE. "Hi, my friends! It's Loo-Kee again! Did you find where I was hiding today? If not, here's another chance! See me? Here I am! In today's story Sea Hawk had to decide between leaving his men or getting a treasure chest of gold. He chose to be with his men, his friends. As you grow up, you, too, will find that friendship is more valuable than gold. Bye now!"

REVIEW In the first part of this two-part adventure, Bob Forward presents Sea Hawk with a confident bravado, underneath which lies the sadness of loss. The introduction of the Falcon adds a delicate layer to his story that gives his purpose as an anti-Horde pirate more weight. While Davy Jones borders on irritating, the little mouse at least leads Sea Hawk to the excellent cliffhanger battle with his father, which features a hint of violence not usually associated with Filmation cartoons. While Adora wonderfully excels at faking a damsel-in-distress routine to hide her identity as She-Ra, Admiral Scurvy also shines as one of the scariest villains of the series. This episode is an action-packed Sinbad-style story of loss and discovery that leaves us itching for the conclusion. **2/10**



SAME/AS

The animation of She-Ra holding the Sword of Protection in both hands and chopping it down in front of her was previously used in "The Price of Freedom."

The sequence of Sea Hawk running into the shot and kissing Adora in front of Spirit would be used in "Anchors Aloft" Part 2.



TRIVIA

- The script dictates that the opening song should be sung to the tune of "Blow the Man Down." This does not appear to have been the case.
- The script describes Admiral Scurvy as a cross between Mick Jagger and a vampire.
- Admiral Scurvy's cat, Squall, also wears an eye patch.
- Davy Jones is voiced by Erika Scheimer.
- As the Falcon helps Sea Hawk to his feet shortly after their fight, Lou Scheimer's voice changes, and one piece of dialogue is delivered in his Kowl voice.



BONUS SWORD TO EVERYTHING:

She-Ra transforms the Sword of Protection into a harpoon and uses it to demolish a group of Horde Skycycles in one fell swoop.

DELETED SCENES

The script contains a detailed character sketch of how Davy Jones should look.

In a somewhat more striking scene, when Sea Hawk's crew are cut down with stun rays, the script indicates they should shout and yell in distress.



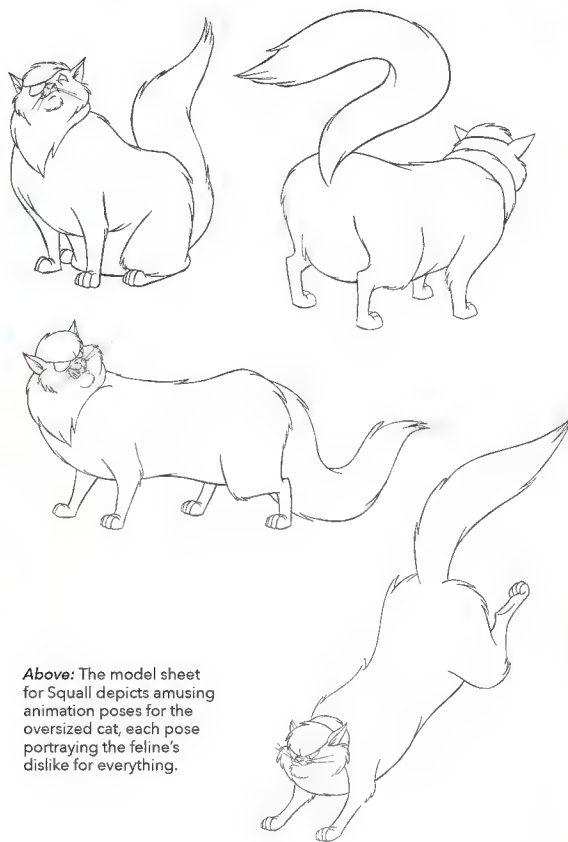
Left: The beautifully illustrated magic compass depicts a woman with cascading hair holding a large globe above her head.



Right: Admiral Scurvy was purposely designed to look like Mick Jagger.



Above: The model sheet for Squall depicts amusing animation poses for the oversized cat, each pose portraying the feline's dislike for everything.



Left: A suggested scene illustration shows Sea Hawk and Falcon dueling on the beach!



ANCHORS ALOFT PART 2

CAST Admiral Scurvy, Adora, Davy Jones, Falcon, Sea Hawk, She-Ra, Spirit, Squall, Swen, Swift Wind



MEMORABLE QUOTES

"You were quite a surprising fish to find in my net." [Admiral Scurvy uses an appropriate metaphor for Adora]

"You monster! Because of you, the Sea Hawk is dead!" [Adora fails to hide her emotions]

"No more words, Sea Hawk. You have a leg-end of your own to create." [Falcon sends his son back out into the world]

"Blistering barnacles! A flying ship!" [Admiral Scurvy is shocked to see Sea Hawk alive and well]



NOTE: DAVY JONES IS ABOUT 3 1/2 INCHES TALL.

(SEA HAWK'S GLOVED HAND)

SIZE CONVERSION

SYNOPSIS While Adora is loaded onto a Horde ship bound for the Fright Zone, Swen and Sea Hawk's crew are left waiting for a prison ship to pick them up from the island. The guarding Horde Troopers are surprised when a stranger attacks them with powerful weapons and smashes them to pieces. Swen and the other crew members are overjoyed when they realize that Sea Hawk is very much alive.

Inside the grotto, the Falcon tells Sea Hawk he cannot join his son in battle, as the magical air on the island is the only thing keeping him alive. Pledging to fight the Horde in the name of his father, Sea Hawk takes his crew to the Falcon's old ship, the *Solar Clipper*. Swen and the crew soon have the ship afloat and later take it to the skies with the Horde in their sights.

While Adora is locked in a prison on the Dreadnought, Admiral Scurvy begins to doubt his apparent victory when the new and improved Sea Hawk arrives. After Adora taunts him, Admiral Scurvy leaves to fight Sea Hawk and his men, allowing her the chance to skillfully reclaim the Sword of Protection and transform into She-Ra.

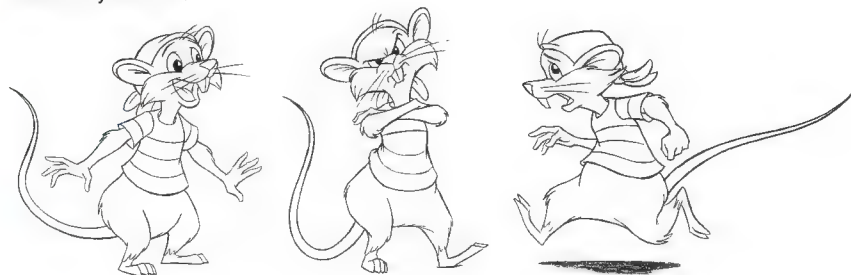
Sea Hawk and She-Ra board the Dreadnought and battle Horde Troopers. Furious at their intrusion, Admiral Scurvy takes aim at She-Ra and hits her with a blast from his eye cannon, throwing her off Swift Wind from a great height. She tumbles to the ground and hits the deck with a crash. While Admiral Scurvy bundles an unconscious She-Ra into an aircraft, Sea Hawk attempts to stop the villain but is distracted by one last temptation in the shape of more gold. Thinking Sea Hawk will take the bait, Admiral Scurvy launches the craft, but Sea Hawk uses his newly acquired Impact Ring to dent its front end and thus prevent it from taking off and delivering She-Ra to Hordak.

She-Ra thanks Sea Hawk, who quickly takes off to rescue Adora, who he believes is still a prisoner on the Dreadnought. She-Ra speeds back to the cell, reimprisons herself, and transforms back into Adora so that Sea Hawk can save her.

After a reunion kiss between Sea Hawk and Adora, they prepare to escort Admiral Scurvy to Bright Moon for trial by Queen Angella.

MORAL LOO-KEE. "Here's where I was hiding today. Can you find me? Here I am! Today I'd like to talk to you about cheating. Sometimes, when you're anxious to win a game, or pass a test, cheating seems like the answer. Well, you may pass the test—and you may win the game—but even if you're not caught, you'll never feel good about yourself. So don't cheat. Cheaters never really win!"

REVIEW This conclusion of Sea Hawk's latest adventure ties up the ends left open in the first part, and does it mostly with skill and precision. It is disappointing when the Falcon announces he has to stay on the island, after which he practically vanishes from memory. But with everyone declaring Sea Hawk dead, his reappearance with an array of new toys is dramatic and surprising. The final few minutes allow for some excellent scenes between Admiral Scurvy, She-Ra, Sea Hawk, and Adora, bringing the series' only two-part story to a satisfying close and demonstrating how Sea Hawk and Adora's relationship has evolved from courteous and polite to cheeky and flirtatious. This episode is ever so slightly below the quality of the first part but still entertains with its nail-biting tension, great direction from Bob Arkwright, and great all-round character dynamics. **7/10**



SAME/AS

The sequence in which She-Ra pulls the turret from the tank and exposes the Horde Troopers was previously used in "Bow's Farewell."

The animation of the unconscious She-Ra falling toward the ship is a clever reuse of She-Ra falling through space from "Into the Dark Dimension."



DELETED SCENES

In the original script a montage of scenes showed Sea Hawk's crew rebuild and convert the *Solar Clipper* for flight.

A scene removed for time had Sea Hawk journey up the limestone staircase and softly call out to his father. The Falcon emerges from the shadows and asks

if the ship is ready. Sea Hawk then begs his father to join them, as seen in the actual episode.

The original line art for Adora's prison included a rotting skeleton chained to the wall outside of the cell. This was hastily removed when the background was painted.



TRIVIA

- The episode recap of "Anchors Aloft" Part 1 is narrated by Lou Scheimer.

- This is the only episode of the *She-Ra* series to be directed by Bob Arkwright.

- The character model for Sea Hawk was revised for this episode to include his Impact Ring, Seven-League Boots, and Photon Cutlass. Impressively, when he shows up in "The Locket," he still carries this weaponry.

- Outside of Adora's cell, a bright yellow helmet with an orange star design hanging on the wall appears to be incredibly out of place.

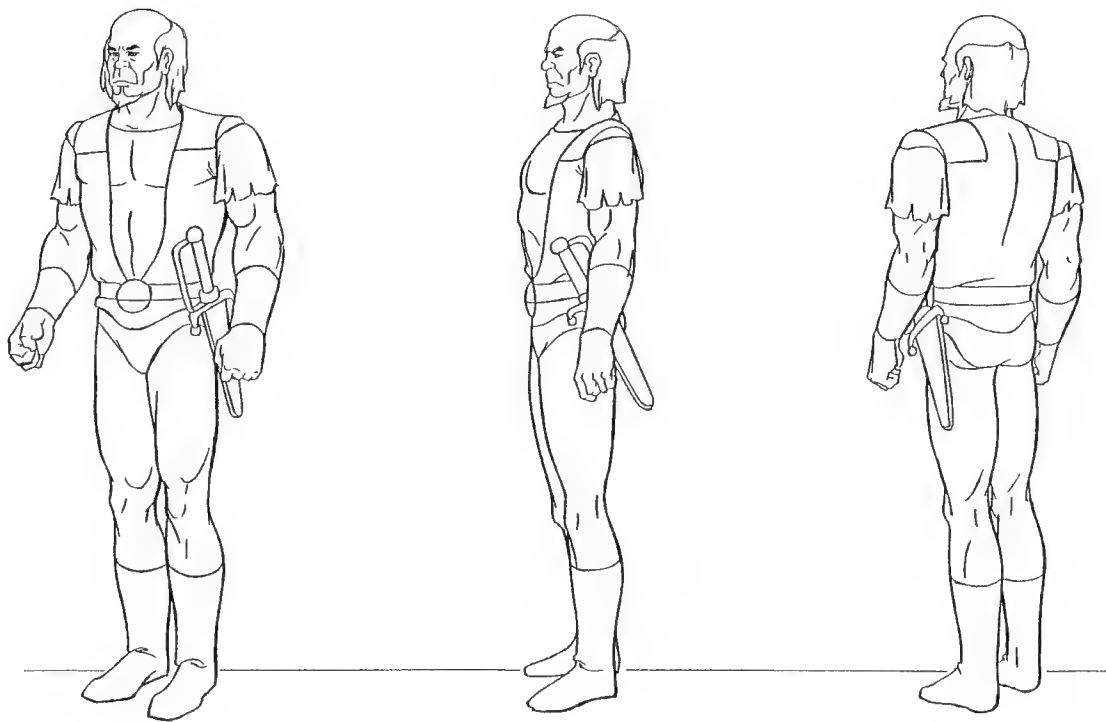
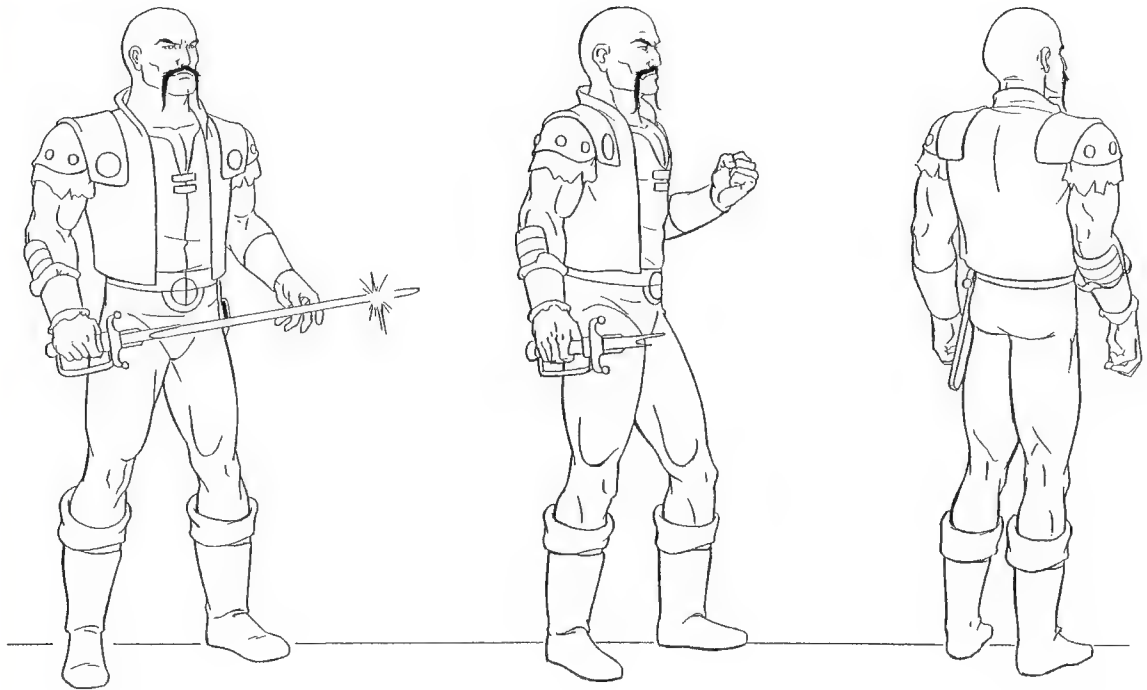
- When Admiral Scurvy is tied up at the end, Squall is next to him with all four of his paws bound.

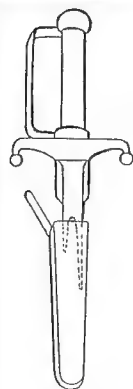
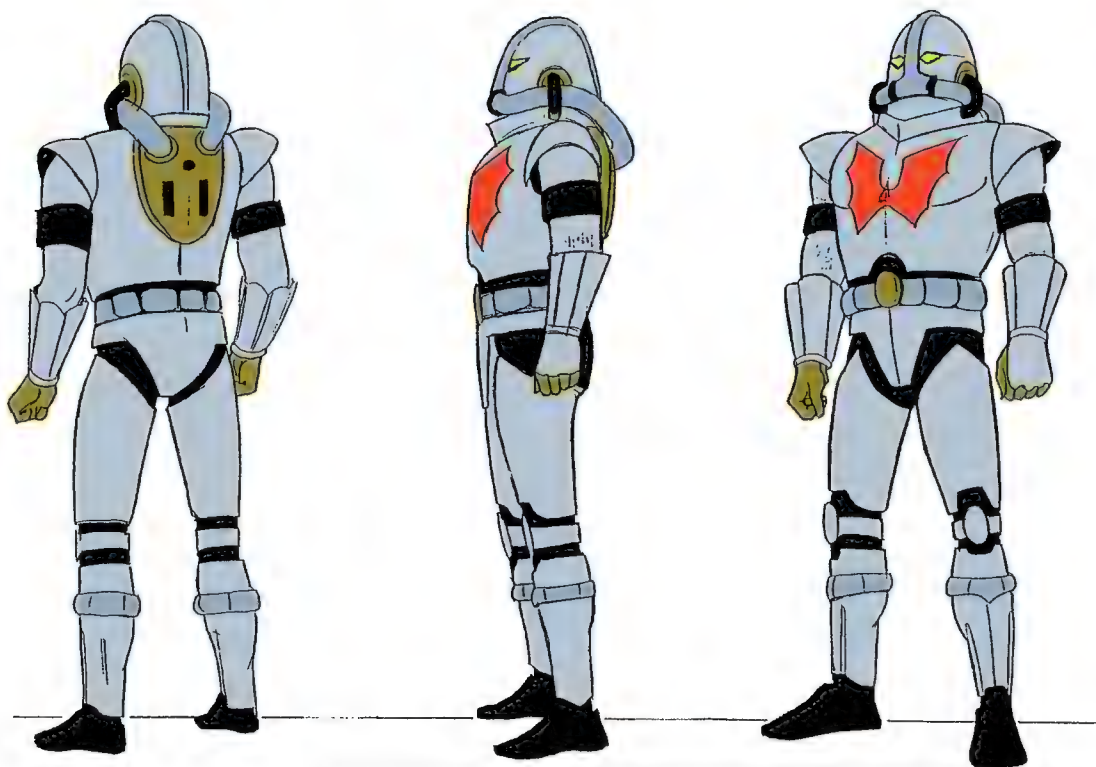


NOTE NEW BOOTS, SWORD, & RING ON SEAHAWK

Above: Sea Hawk's character model was altered so that he sported the weapons given to him by his father, the Falcon.







← LASER SWORD HILT

← DOTTED LINES INDICATE END OF LASER SWORD - IT IS ALWAYS THIS SHAPE WHEN LASER BEAM IS OFF - LASER "BEAM" COMES FROM THIS END

← SCABBARD OR SHEATH (ATTACHED TO BELT)

LASER SWORD (FOR ALL PIRATES)

Below: The line art for the prison in the Horde Dreadnought originally depicted a rotting skeleton chained to the wall! This was far too graphic and was removed when the background was painted.



DARKSMOKE AND FIRE

CAST Adora, Bright Star, Granamyr, He-Man, Hordak, Imp, King Randor, Light Hope, Modulok, Nazghal, Orko, Shadow Weaver, She-Ra, Skeletor, Slarti, Spirit, Swift Wind, Tarbin



MEMORABLE QUOTES

"I do not know of any King Randor, or a Man-At-Arms, or anything called an Orko." [Granamyr is perplexed by the list of names She-Ra rattles off]

"I've never cared much for titles." [Tarbin, shortly after he is revealed to be a king]

"We dragons have a saying: Here goes nothing!" [Granamyr had a wry smile one thousand years before He-Man met him]



SYNOPSIS Observing that She-Ra and He-Man travel to and from Eternia and Etheria through magical gateways, Modulok launches a powerful new rocket at a portal currently transporting Adora to Eternia. The rocket slips into the gateway and drags Adora to an unknown location, where she lands with a bump on rough soil. While it looks like Eternia, the Royal Palace seems to have disappeared.

Upon hearing angry shouting, Adora changes into She-Ra and saves a man from a pursuing mob. A fire-breathing dragon attacks her suddenly, but the man she saved, Tarbin, stops it, telling the dragon that She-Ra is not a threat. To show his gratitude, Tarbin takes her to meet an old friend who may be able to offer an answer to her curious problem.

At Darksmoke, She-Ra meets Granamyr, the wise and powerful dragon, whom she has heard about from her Eternian friends. Granamyr reads her thoughts and tells her that she has wound up on Eternia one thousand years in her past.

The evil sorcerer Nazghal receives word about She-Ra's strength from his spying pet Slarti and insists that she won't stop him

from claiming the power of the dragons. While She-Ra hopes to find a way home, Nazghal uses his magic to burn a farmhouse to the ground and blames it on the dragons. Nazghal convinces the people of the village that the dragons are to blame, and so they attack them with a spell which prevents the dragons from flying and traps their power in a magical crystal.

She-Ra helps Tarbin hold the villagers back from invading Dragon Valley. She destroys the crystal, and Nazghal's lying is exposed. He retreats, but not before launching an enormous fireball in the direction of Dragon Valley. She-Ra spins rapidly to create a whirlwind which puts out the fire, leaving the people, the dragons, and their homes safe from harm.

Granamyr combines his power with the magic of She-Ra's Sword of Protection to open up a dimensional gateway back to Etheria, allowing She-Ra to return home. With Tarbin waving goodbye, She-Ra makes a stop at the Fright Zone and steals the plans for Modulok's rocket right from under his nose, preventing him from making a duplicate.

MORAL LOO-KEE. "Hi! Loo-Kee here. Did you see me in today's story? If not, take a look now! I'm here somewhere. Here I am! In today's story the wizard burned the villagers' grain and made things worse when he blamed it on the innocent dragons. Don't try to pass the blame for something you have done wrong. It just makes things worse for you when the truth is found out."

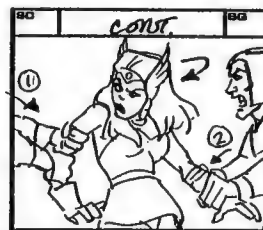
REVIEW Sadly, this episode isn't the episode we want it to be. Our excitement is at a fever pitch when Adora prepares to travel to Eternia. It's been nearly sixty episodes since she's seen her parents, so the trip is long overdue. And while sending her to Eternia's past instead is a clever twist, it puts a damper on all our expectations. She-Ra's sadness at being so far away from her friends is a revealing character moment, and Granamyr's presence is always welcome. However, the accompanying story with Tarbin and Nazghal is irrelevant and tedious. Unless the series of events were to alter Eternia's present, the conflict has little meaning to us and simply becomes another moral crusade for She-Ra. **5/10**



144
KIT - CREST OF ROCKY HILL
Where She-Ra sits, looking thoughtful,



145A
ON SHEER AS HAND COMES INTO SC. GRABING HER ARM
THEN SECOND MAN GRABS HER
150
Get you! Your tricks can't help



151
CONST.
SHE GRABS HER ARM
THEN SECOND MAN GRABS HER
Get you! Your tricks can't help



152
SHE FACES HIM
SHEERA
Oh? Let's see about that!

SAME/AS

This episode features the reuse of numerous supporting character designs from the *He-Man* series. Tarbin is Ananda from "Trouble in Arcadia," Bright Star is the Baraka from "Betrayal of Stratos," Nazghal is Tauron from "Orko's Favorite Uncle," and Slarti is Lokus from "Wizard of Stone Mountain."

Much of the footage of Granamyr is taken from his previous appearances in the *He-Man* series.

Many of the transformation sequence special effects are used when She-Ra and Granamyr create the dimensional gate back to Etheria.



ADORA
(reasonably content)
Ah, me...it's the only way to travel. I wonder if Adam will



and suddenly there's this ROAR, as of a rocket engine.

DELETED SCENES

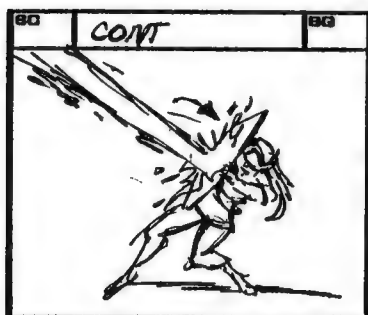
In the opening scene it was to be stated that Modulok is very protective of his rocket, and he even uses a cloth to buff a spot on the rocket after Imp touches it.

In the script, when Adora contacts Light Hope to open the gate, he requests that she give his best wishes to Prince Adam when she sees him.

A scene heavily cut for time had Tarbin showing She-Ra around Dragon Valley, with the Princess of Power witnessing the community between humans and dragons. In one scene we see two young humans and two young dragons playing jump rope. Tarbin explains that there are many that want to enslave or even destroy the dragons, but he assures her, "For the sake of all our children—we will stop them!"



and shoots out a tremendous blast of flame.



CLOSE ON SHERA
SHERA
(with effort)
One thing -- after another! This
-- is just -- not my day!

TRIVIA

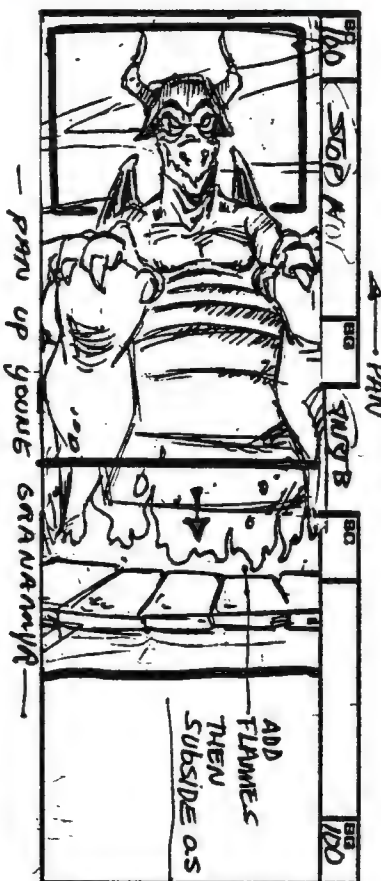
• Light Hope's image appears within the jewel of the Sword of Protection in this episode; this would be repeated in "Shades Of Orko."

• John Erwin returns to voice Granamyr and also voices Bright Star in one of his few guest roles in the *She-Ra* series.

• When Granamyr reads She-Ra's mind, he sees images of He-Man, King Randor, Swift Wind, Orko, Skeletor, and Hordak.

• Much like he did with his Gate Maker in "Gateway to Trouble," Modulok only drew up one set of plans for his rocket.

• This is Modulok's last appearance in the series.



MAGICATS

CAST Adora, Catra, Hordak, Magicat Queen, Mantenna, Minister Cloudfoot, Prince Orwoll, Pursival, She-Ra, Sir Tao, Spirit

SYNOPSIS Adora is ambushed by Catra while accepting a delivery of Rebel supplies but escapes and is able to transform into She-Ra. Catra attacks her with a powerful device and inadvertently opens up a hole in the ground, which she and She-Ra fall into.

Both women find themselves at different entrances to a winding underground labyrinth. While She-Ra forces her way through the maze walls, Catra discovers a mystical city called Half Moon, which is populated by a race of cat people called Magicats. After Catra changes into her panther form, two civilians, Sir Tao and Pursival, spot her and mistake her for their lost queen. Knowing she must remain in her panther form to keep up her charade, Catra claims to have no memory of the events leading to her arrival. The sage-like Minister Cloudfoot explains that the Magicats took cover in Half Moon when the Horde invaded Etheria and their queen disappeared in a battle. From this information Catra realizes that her mask once belonged to their queen. An alarm sounds, alerting them to She-Ra, whom Catra orders to be arrested. Doing her bidding, an army of Magicats attack the Princess of Power, but it is Catra who snares her.

In a prison cell, She-Ra is bound in magical chains. Unable to escape, she tries to tell Pursival about the true identity of his queen. Refusing to believe Catra is not who she says she is, Pursival investigates and discovers Catra communicating with Hordak in her human form. Returning to She-Ra, he admits his error and agrees to expose Catra's lies for the sake of his people.

She-Ra and Pursival burst into Catra's coronation ceremony, forcing Catra to attack. She-Ra knocks the magical mask from her face, and she becomes human again, revealing the truth to the Magicats. Catra escapes with her mask but drops her communicator. The cats use their magical powers to teleport her back to the Fright Zone and wipe her memory of their existence.

Using another ability, the power of illusion, She-Ra suggests Pursival adopt the form of Hordak. He does so and orders the real queen's guards to deliver her back to them, thus ensuring her safety and long-term rule of the Magicats.

MORAL LOO-KEE. "It's your friend Loo-Kee again. Did you find where I was hiding today? If not, look for me now! See me now? Here I am! You know, you live on a beautiful planet, and you can help keep it that way. One thing you can do is not litter. Don't throw papers and cans and bottles on the ground. If you see a friend at school or play being a litterbug, ask them not to. Please help keep your world beautiful. Don't be a litterbug. Bye!"

QUEEN

REVIEW This episode seems to hark back to Mattel's Princess of Power toy line, as there's very little sign of the Evil Horde. Catra wastes no time in fooling the gullible Magicats to snare She-Ra, with J. Michael Straczynski boldly depicting her as hell bent on getting what she wants. While the stunning Half Moon suggests a sophisticated race, and the agile Magicats themselves look like a match for the Horde, their magic, particularly the ability to wipe memories, seems a far too powerful and convenient resolution. The lore with Catra's mask and the Magicat Queen makes the episode a welcome addition to the series, but by no means a classic. 7/10



MEMORABLE QUOTES

"By the whiskers of Saz! It's the queen!" [Sir Tao echoes the words of King Paw from the He-Man series]

"Friends, felines, countrycats—" [Minister Cloudfoot begins an incredible address to his people]

"You must be She-Ra. I've heard of you from Hordak. You're a problem to him. I like that." [The Magicat Queen is happy to meet the Princess of Power]



SAME/AS

The somersault that Adora performs to evade the Horde Troopers is based on the exact same somersault sequence that He-Man performs in numerous episodes.

When Minister Cloudfoot talks about the Horde invasion of Etheria and we are shown footage of their first attack, the footage used is of the Horde's inva-

sion of Eternia from the *He-Man* episode "Origin of the Sorceress."

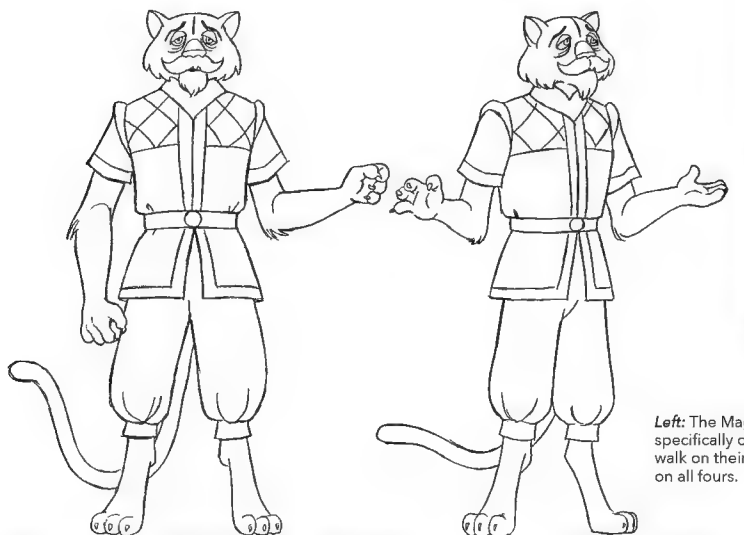
The ship used to transport the Magicat Queen was originally used as a Horde scouting ship in the *He-Man* episode "Origin of the Sorceress."



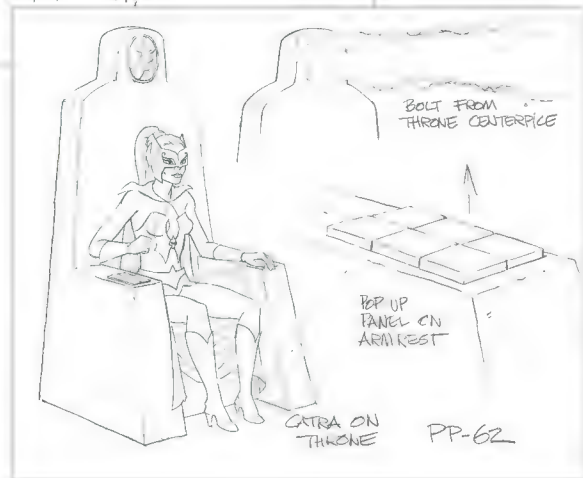
DELETED SCENES

Act 2 was originally supposed to begin with Catra in her cat form. She removes the mask as she contemplates telling Hordak of her encounter with the Magicats.

In a scene removed for time, as an imprisoned She-Ra speaks with Pursival, he reveals that the bonds that hold her were created by the Magicats hundreds of years ago.



Left: The Magicats were specifically designed to be able to walk on their hind legs as well as on all fours.



TRIVIA

- This episode marks J. Michael Straczynski's final contribution to the *He-Man* and *She-Ra* series.

- The world of the Magicats was proposed by J. Michael Straczynski as a potential spinoff from the *She-Ra* series. In his script, he insists that the voices should not be given a purring or growly sound.

- This is one of only a few episodes that feature Melendy Britt as the only female voice artist.

- All of the Magicats were designed by character artist Larry Eikelberry.

- Catra's mask is shown to be the symbol of the Magicats and is depicted on Minister Cloudfoot's staff and his medallion.

- The character models for this episode were finalized on May 6, 1985.



FLOWERS FOR HORDAK

CAST Adora, Bow, Glimmer, Hordak, Light Hope, Madame Razz, Mantenna, Mermista, Perfuma, Shadow Weaver, She-Ra, Swift Wind



MEMORABLE QUOTES

"I hate pretty! I can't stand beauty! Nothing in the Fright Zone should ever be beautiful!" [Hordak makes a statement that will come back to haunt him]

"And naturally, your genius has spotted the one flaw in your plan." [Shadow Weaver teases Hordak's claim to her latest scheme]

"Make sure that the prisoner Perfuma is placed in the darkest, dankest, dampest, dismalest dungeon we have!" [Hordak recites a near tongue twister]

"Oh, do you want to dance? I hope you're better than your robots . . . They're sweet, but a little clumsy." [Perfuma fails to understand her situation]

"No...no...no...no...no..." [Hordak bashes his head against a wall out of frustration]

"Oh, Hordikins—don't be such an old grouch! Cheer up!" [Perfuma stops each and every one of Hordak's rants]

SYNOPSIS At the Fright Zone, Shadow Weaver presents Hordak with the Black Ruby, an artifact that will increase her powers and allow her to darken the skies over the Whispering Woods. She explains that the trees in the forest will wither without sunlight, allowing the Horde to take the Rebels captive. However, one Rebel, Perfuma, has the power to help plants grow even in darkness, and therefore she must be captured if their plan is to succeed.

Bow and Adora visit Mermista at the Crystal Falls, just as Perfuma is using her magical abilities to decorate. The Horde invade, prompting Adora to transform into She-Ra, but the Rebels' effort to protect their stronghold fails, and Perfuma is captured.

While Perfuma is taken to a cell in the Fright Zone, the Rebels' confusion over why the Horde kidnapped her is answered when Shadow Weaver casts her spell. As the sun fades and the woods grow dark, She-Ra concludes that the Horde will move in when the plants die from lack of sunlight. Glimmer

uses her powers to temporarily light the forest but exhausts herself as a result.

At the Fright Zone, Hordak goes to gloat at Perfuma's misfortune but is shocked to find that she has escaped from her prison cell and decorated the dungeon with flowers. Hordak is even more outraged as he witnesses Perfuma dancing with the Horde Troopers, all of whom have flowered garlands around their necks.

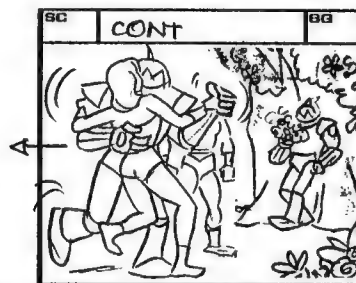
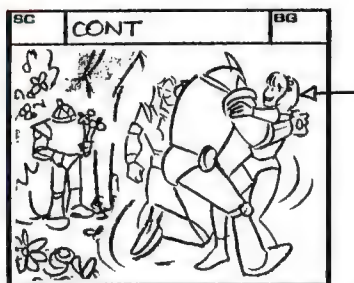
As the threat to the woods increases, so too does Hordak's annoyance with Perfuma. He sends She-Ra a demand to collect Perfuma from him. She-Ra makes the trip, although she suspects it may be a trap. When she arrives, she is surprised to see the outside of the Fright Zone covered with flowers from top to bottom. Hordak begs She-Ra to take Perfuma away, even offering to throw in the Black Ruby and three months' worth of supplies for good measure. She-Ra agrees and takes Perfuma home as Hordak stages a cleanup of the Fright Zone.

MORAL LOO-KEE. "Hi! It's me again, Loo-Kee. Did you find me today? Well, here's another chance. Look closer. Here I am! Perfuma certainly loves flowers. Trees and flowers make our worlds more pleasant places to live. Take time to enjoy these special gifts of life. See you next time."

REVIEW "Flowers for Hordak" unites the most colorful aspects of the show with the darkest, and Perfuma is the perfect delivery woman. Her sunny persona, her conga with the Troopers, and her insistence on decorating the Fright Zone at Hordak's expense make this episode the series' standout comedy classic. While the Rebels are oblivious to Hordak's headache, the leader of the Evil Horde slumps into a depression in his own headquarters, simply because Perfuma is so annoying. And she is annoying. But she's annoying in a way that's so funny we actually end up siding with her and wishing Hordak would simply lighten up. The Black Ruby and the threat to the Whispering Woods are fun plot points, but it is Perfuma that makes this episode such a poetic, laugh-a-minute work of art. 9/10



Right: Gary Goldstein's storyboards show a slightly different Perfuma, but the character's physical comedy translated perfectly to the screen.



As Hordak stares, incredulous, Perfuma waltzes by with another Trooper, happily dancing.
PERFUMA
(singing)
La-la-la-la-de-da...Oh, hello there, Hordikins.

SAME/AS

The animation of Hordak speaking into a microphone would be used again in "Return Of The General," although in that episode it would be used aboard the Annihilator.

The expressive animation of Mantenna falling down the trapdoor was previously used in the episodes "A Loss for Words" and "For Want of a Horse."



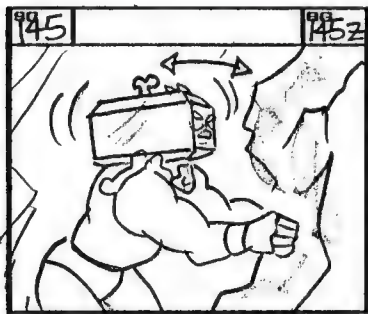
MANTENNA WITH SHOWER CAP AND BATH TOWEL (AS USED IN SC'S 7-22)

CHARACTER DESIGNER: HARRY JABIN

DELETED SCENES

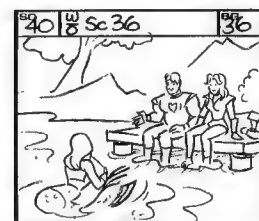
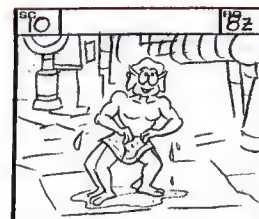
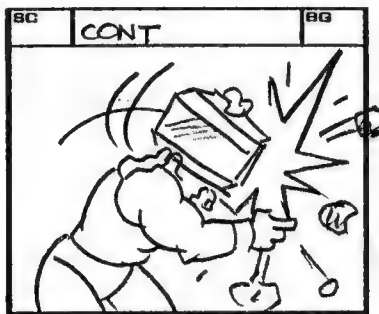
The script describes Perfuma as always being happy and never worrying about anything. It also states that she is "not dippy; simply ethereal."

In a piece of removed dialogue, shortly after emerging from her cell, Perfuma remarks that there are a few more places in the Fright Zone that could use some flowers.

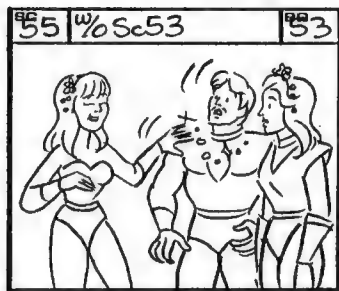


their distraught chief proceeds to slam his iron head repeatedly against the stone wall, breaking loose great chunks of rock as he moans.

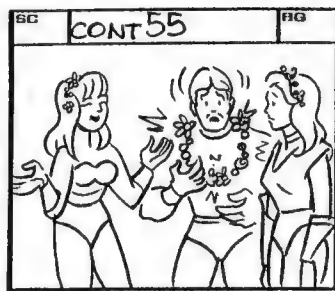
HORDAK
(moaning)
No...no...no...no...



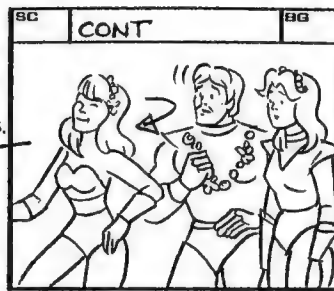
BOW
No thanks, Hermista. I know better than to swim against someone who has fins!



Perfuma smiles and gestures at Bow,
PERFUMA
Why, don't be silly, Adora.



lei forms around his neck.
PERFUMA
What could possibly happen here?



She turns and starts blithely off



TRIVIA

• When Hordak angrily slams his fists on his throne during the opening scene, the bones upon his costume comically jump from their positions.

• Perfuma was designed by character artist Dale Hendrickson.

• Erika Scheimer voices Perfuma.

• Hordak's hatred of flowers is revisited in "Day Of The Flowers."

• The calypso music played throughout Perfuma's conga-line scene is exclusive to this episode.

• The script states at one point that the Fright Zone's throne room should look like the Hanging Gardens of Babylon.



BONUS HORDAK ATTACK:

Frustrated with Perfuma's dominance in his Fright Zone, Hordak transforms his head into a sledgehammer and slams it against the wall, much to the concern of his Horde Troopers.

WILD CHILD

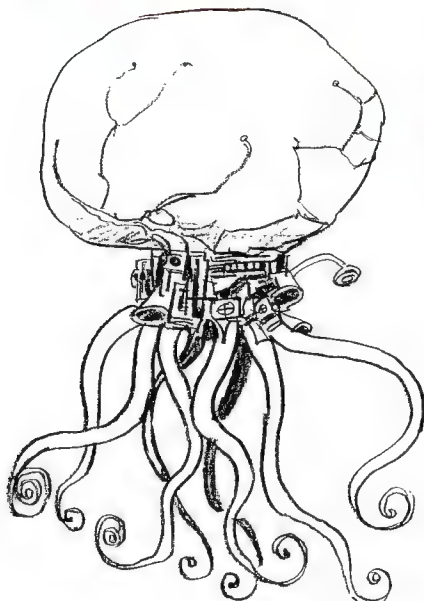
CAST Aala, Adora, Bow, Broom, King Arbot, Kowl, Madame Razz, Mermista, Princess Allegra, She-Ra, Swift Wind



MEMORABLE QUOTES

"No more Mr. Nice Broom."
[Broom desires to navigate during future flights with Madame Razz]

"Princess Allegra is the white ghost!"
[Adora's shocking realization]



SYNOPSIS In the Whispering Woods, Bow blames Kowl for the withering of the plants in his garden.

That night, guards of the Rebel camp spot mysterious figures in the forest they claim to be ghosts. They alert Adora, who transforms into She-Ra when she spots ghostly animal figures pacing through the trees. She pursues them and discovers white wolves, the White Fangs, followed by an unidentified human figure.

As woodsmen from the forest accuse the wolves of destroying the wilting trees, Madame Razz finds a locket in the woods bearing the crest of the Green Island Kingdoms, and so Adora sends her there to find answers.

When Madame returns, she reveals that the locket belonged to Princess Allegra, who vanished from the Green Islands five years ago. Confused as to how the locket came to be in the Whispering Woods, Adora and Bow consult Mermista, who asks her sea creature friends to fill in the gaps. The Rebels learn that Princess Allegra had been caught in a monsoon and her sailboat run aground, after which she was rescued by the White Fangs.

The real Allegra, who confirms she is not a ghost, interrupts them, telling the Rebels that she and the White Fangs are not to blame for the wilting of the forest, despite what the woodsmen may say. Adora offers food and accommodation while they wait for Allegra's father to arrive.

While Allegra adapts to life in the Whispering Woods, the woodsmen chase the White Fangs out of the camp and soon find that the ground is burning their feet. Allegra dashes to the aid of her canine friends, and Adora changes into She-Ra to help, identifying that lava tunnels from a nearby volcano are responsible for the steaming soil and the wilting trees. She-Ra mounts Swift Wind, plugs the volcano with rocks, and creates waves from the ocean to cool the lava tunnels, settling the woodsmen's dispute with the White Fangs in the process.

Princess Allegra's father arrives, and she is forced to choose between a life with her old family and her new one. She chooses her father but promises that she will be there for the White Fangs should they ever need her.

MORAL LOO-KEE. "Hi! I'm Loo-Kee! Did you find me in today's adventure? If not, look for me now. Here I am! Today I would like to talk to you about good health, or, to be exact . . . vegetables. When you eat your vegetables, you get minerals and nutrients that help your body grow healthy and strong. And without a strong and healthy body, it's hard to do the fun things you like to do. So don't forget to eat your vegetables."

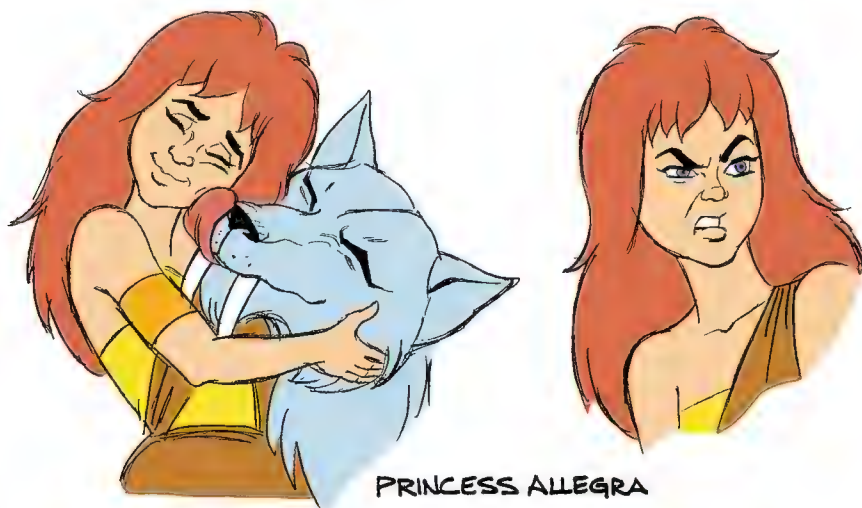
REVIEW As the only episode with no villains in it, this episode has the opportunity to become *She-Ra's* equivalent of *He-Man's* classic "Into the Abyss." But it falls at the first hurdle. While the white ghosts initially seem to offer something different and exciting, the story leaves us wondering what Don Heckman could have achieved had he stuck with the unnerving supernatural element of the first act. When the truth about Allegra is revealed, we are disappointed that she isn't, in fact, a shimmering white ghost as the animators had led us to believe. The subsequent scenes with the young princess settling into camp are silly and anticlimactic, and the volcano disturbance comes out of nowhere to add a dissatisfying resolution nobody saw coming. **4/10**



SAME/AS

Both Garda from the *He-Man* episode "Attack from Below" and Drak from the *He-Man* episode "Hunt for He Man" are reused as children that interact with Princess Allegra.

The animation of She-Ra lifting the large boulder and throwing it was previously used in "She-Ra Unchained."



PRINCESS ALLEGRA

DELETED SCENES

In the original script, Mermista's entrance is far more dramatic. She breaks through the surface of the water with her head back and her hair streaming down behind. She then pulls herself onto a flat rock, where she sits with her mermaid tail dangling in the water.

In a removed scene the woodsmen find the chamber in which Aala is located. They attempt to enter in an

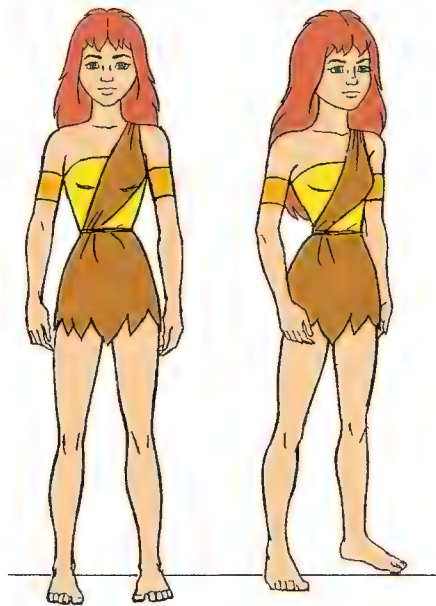
effort to cause her harm. Aala uses the opportunity to escape.

In an altered scene, prior to Princess Allegra sensing Aala's distress, she is engaged in a high-jump competition.



TRIVIA

- This is the only episode of the *She-Ra* series not to feature any villains at all.
- In a map of Bright Moon created for season 2, Robert Lamb identifies Mermista's home as the upper and lower Crystal Falls, explaining its different appearance in this episode.
- Princess Allegra was designed by character artists Larry Eikelberry and Herb Hazelton.
- Mount Kandeela was invented by Don Heckman in this episode, explaining why this large mountain close to the Whispering Woods had never been seen before.
- This episode features Loo-Kee's most obvious hiding place in the series; in fact, he does not appear to be making any attempt to hide.
- When released on video in the US, the sound mix made it possible to listen to just the music and effects track on a stereo television.



Above: Princess Allegra's model sheet depicts her with wild hair and tattered clothes.



THE GREATEST MAGIC

CAST Adora, Big Uggo, Blim, Bow, Broom, Crimson Council, Dr. Zoog, Dree Elle, Foosabella, Kowl, Madame Razz, Montork, Orko, She-Ra, Sprag, Sprocker, Warden Umpty



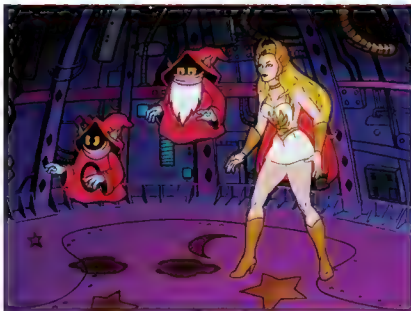
MEMORABLE QUOTES

"We make a great team, Madame Razz." [Orko alludes to something that happened before the episode started]

"You never hug me like that." [Dree Elle's jealousy of Orko and She-Ra grows]

"You're quite tall, aren't you? And I see you don't float. Odd." [Foosabella is confused by She-Ra's appearance]

"This thing's got more arms than Multi-Bot." [She-Ra references Modulok's creation]



SYNOPSIS Having visited Madame Razz to trade magic, Orko is about to leave Whispering Woods when a mysterious portal opens up and blocks his path. Suspecting trouble, Adora changes into She-Ra but fails to stop Orko from being sucked into the gateway and is instead dragged in with him.

Orko and She-Ra emerge on Trolla, having been summoned by Orko's uncle Montork. Montork tells them that Trolla's Crimson Council have disappeared and he needs Orko's help finding them. While She-Ra offers to help, Dree Elle appears, wary of the Princess of Power and her attachment to Orko.

The quartet is giving an update to the High Muck Muck and Muckess, Trolla's esteemed rulers, when an alarm sounds. Outside, a giant robotic Terror Turtle threatens the UnFortress of the High Muck Muck. She-Ra proves her worth by destroying the enormous machine. Orko suspects Dr. Zoog, a science-favoring, antimagic Trollan, must be responsible. Stating that Dr. Zoog should still be locked up in Flotsam Prison for past

crimes, Montork suggests they journey to the Sing-Song Sea to find out.

At the prison, She-Ra, Orko, and Dree Elle are snared by traps and soon find Dr. Zoog waiting for them. With robotic Electroids and some of Trolla's worst criminals at his beck and call, Dr. Zoog reveals that he did indeed capture the Crimson Council and plans to overthrow the High Muck Muck too.

With Dree Elle taken hostage, Orko and She-Ra race back to the UnFortress of the High Muck Muck to defend it, with Dr. Zoog in pursuit. The villainous Trollan aims a teleportation laser beam at the fortress to send it to another world, forcing She-Ra to use her might to push the fortress out of harm's way. With She-Ra weakened, Dr. Zoog prepares to take another shot. Montork helps Orko channel his magic to free Dree Elle from her onboard prison and stop Dr. Zoog. While she disables the villain, Orko, Montork, and a recovered She-Ra enter the ship, foil Dr. Zoog's plan, and free the Crimson Council.

MORAL LOO-KEE. "Hi! Here's Loo-Keel again. Did you find where I was hiding today? If not, look for me now. See me yet? Here I am! Today, I'd like to talk to you about dogs and cats and birds—about pets. If you have one or are thinking about getting one, remember: they require a lot of care. If you have any questions about pets, have your parents call your local humane society. And remember, always give your pet love and you'll get more back in return."

REVIEW Any visit to Trolla gives the writers and animators a chance for goofy fun, but this time the world seems twice as colorful and zany. The High Muck Muck is particularly bonkers, with the Muckess seeming only slightly more grounded, despite living in a head-shaped fortress. There are gloriously over-the-top exclamations from the hilariously designed and voiced Trollans, and the pint-sized Dr. Zoog changes our perception of what it means to be a villain. Meanwhile, Dree Elle's jealousy over Orko's affection for She-Ra gives the story a character-led driving force and a conclusion that warms our hearts. Sadly, this episode was Larry DiTillio's swan song in the *He-Man and She-Ra* series. And although the story is not exactly in keeping with the themes from the rest of the series, it's a strong, one-of-a-kind, memorable end to the first season of *She-Ra*. 7/10



She-Ra, having exerted a great deal of strength, prepares to rise to her feet.

SAME/AS

The trippy magical rainbow effect was previously used in "Into the Dark Dimension," having been originally used in the *He-Man* episode "Quest for He-man."

The animation of She-Ra unsheathing the Sword of Protection when confronted by Dr. Zoog was used in reverse in "He Ain't Heavy."

The close-up sequence of She-Ra pushing the Un-Fortress was previously used in "Troll's Dream."

The heart-shaped fade-out used at the end of this episode is also used in two other Tom Tataranowicz-directed episodes, "Romeo And Glimmer" and "Sweet Bee's Home."



TRIVIA

• This episode marks Larry DiTillio's final contribution to the *He-Man* and *She-Ra* series.

• A total of twenty-one Trollans appear in this episode—more than any other Trola-related episode.

• The Trollan convicts sport an odd collection of weapons; two of them have plungers, and one has a fishing rod with a boot attached.

• The three members of the Crimson Council from the *He-Man* episode "Trouble in Trola" return in this episode.

• The sash that She-Ra and the Trollans receive at the end of the episode is called the Ook-Lump Cluster.

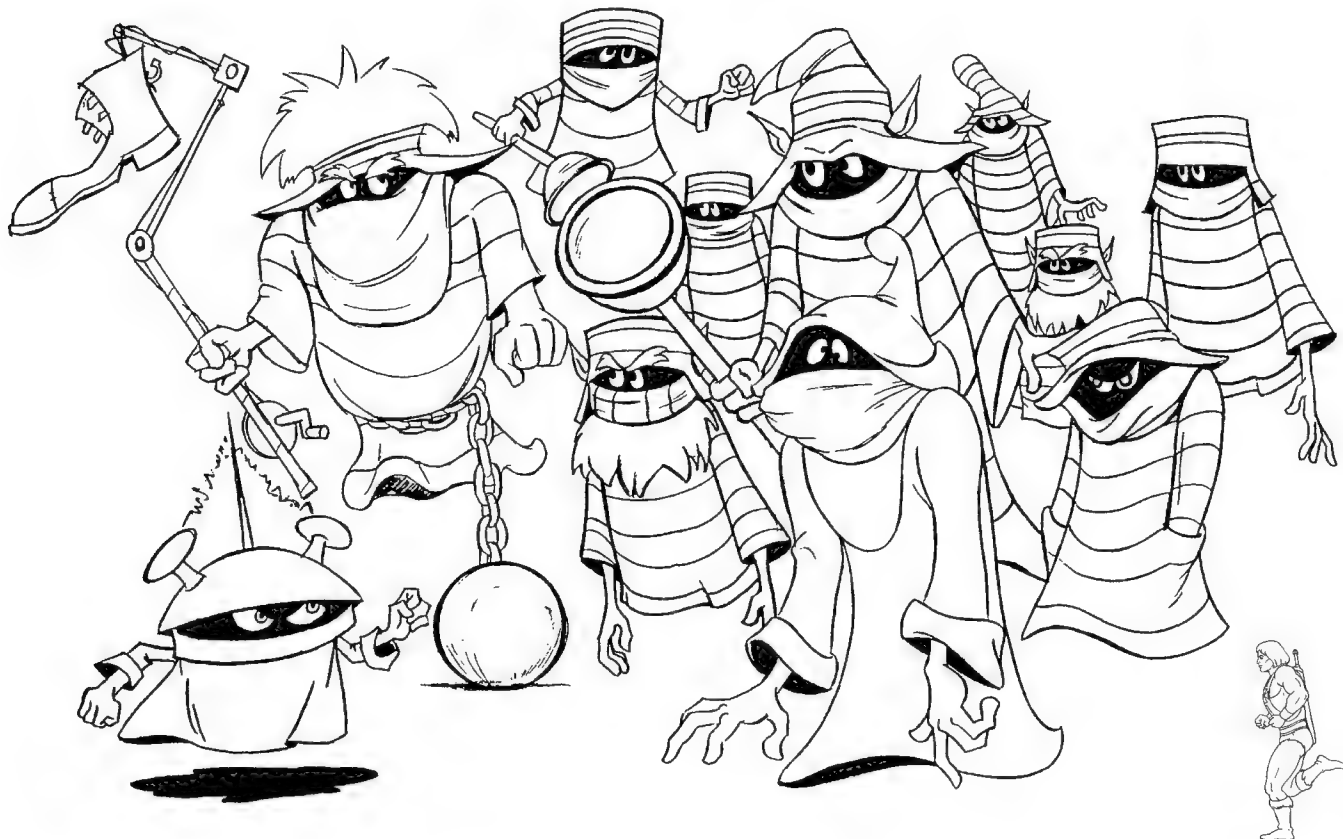
• The character models for this episode were finalized on July 12, 1985.



DELETED SCENES

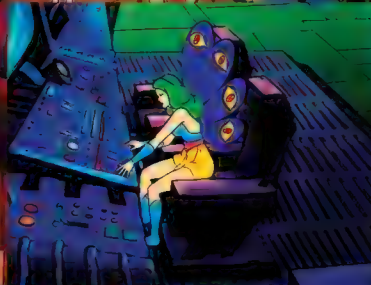
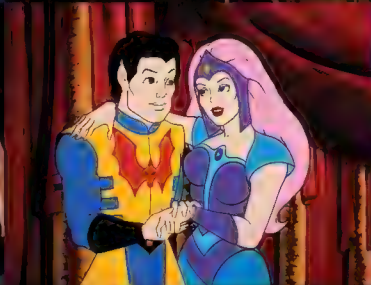
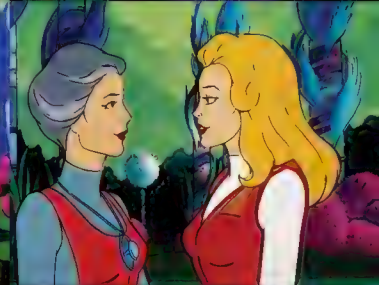
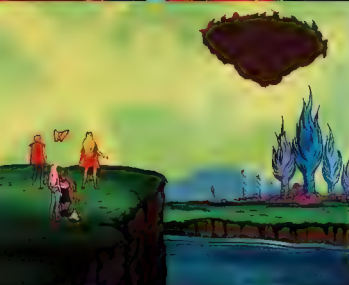
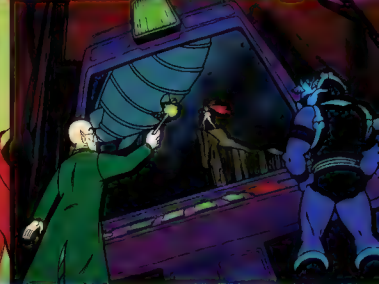
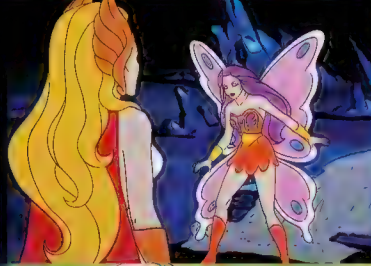
Due to the number of new characters and designs in this episode, a presentation accompanied this script called "The World of Orko."

In the script, when She-Ra fights the Electroids, she doesn't destroy them. She merely buries them underneath a pile of rubble, in response to which Orko states that it won't hold them for long.









CHAPTER 4

SHE-RA SEASON 2 (1986)

Riding high on the success of *He-Man*'s two seasons and *She-Ra*'s first season, the second season of *She-Ra* had a lot to live up to. However, despite the wealth of talent and three years' worth of material behind it, this season turned out to be disappointing.

She-Ra's second season rewarded us with some truly incredible episodes, like "One To Count On," in which the Rebels' reliance on the Princess of Power is addressed, and "Sweet Bee's Home," which may be one of the most comically suggestive and beautiful episodes of the series. Next to these were episodes such as "The Time Transformer" and "The Locket," both of which had fantastic premises but failed to deliver. Even a *He-Man* crossover could not save an episode like "Day Of The Flowers."

Scripts were edited to repeatedly mention the fact that the Horde Troopers were robots. Although season 1 had established them as such, it seems season 2 needed to remind the viewer every few seconds that *She-Ra* and *He-Man* were punching lifeless figures.

Filmation staff writers Larry DiTillio, J. Michael Straczynski, and Robert Lamb, all of whom penned memorable episodes during the first season, did not write a single script for the second season, which may help explain its flaws. Writer Bob Forward and director Tom Tataranowicz were fortunately still a part of the series and in many ways prevented this season from being a complete failure. Even with their involvement, Etheria no longer felt like a planet under the

rule of the Evil Horde, and the Rebels were now rather content with their day-to-day existence.

A notable aspect of the second season was an overreliance not only on stock animation sequences but also entire action sequences! The infamous opening few minutes of "The Bibbet Story" feature numerous action sequences from a variety of season 1 *She-Ra* episodes. Bizarrely, "Shades Of Orko" even featured a reworked action scene that appeared in the *He-Man* episode "Three on a Dare." In stark contrast to this, "Sweet Bee's Home" treated us to a plethora of new animation, resulting in the most visually rewarding episode of not only the second season but the entire series.

This season is also notable for its last-ditch effort at advertising Mattel's Princess of Power and Masters of the Universe toy lines. The inclusion of Entrapta, Netossa, and Spinnerella worked for the benefit of the series. But the appearances of Comet Cat and the Dinosorbs from the forgettable Meteorbs toy line, as well as the thirty-second appearance by the Star Sisters, were clearly last-minute additions to the scripts.

Despite its flaws, *She-Ra*'s second season was a colorful addition to the series, culminating in "Assault On The Hive," which featured the final onscreen confrontation in the Filmation cartoons between *He-Man* and *Skeletor*, and "Swift's Baby," an episode that was a worthy end to the adventures of *She-Ra*.

ONE TO COUNT ON

CAST Adora, Bow, Broom, Catra, Clawdeen, Entrapta, Glimmer, Kowl, Leech, Madame Razz, Peekablue, Robert, She-Ra, Sprint

SYNOPSIS Leech steals Queen Angella's Crystal Crown from the Rebels. Bow suggests they pursue him, sure She-Ra would come to their rescue should they need her. While he, Glimmer, Peekablue, and Sprint head off, Kowl warns Adora, who now has a dilemma on her hands: she does not want her friends to knowingly endanger themselves under the assumption that She-Ra will always get them out of trouble. As Adora, she opts to go with them to keep them on the right track.

While the Horde wait for the Rebels to take the crown as bait, Adora catches up to her friends and warns them of the dangers of looking for trouble. Bow insists that She-Ra will save them as she always has, just as the Horde appear. With cage mines springing from the ground to trap them and Catra and Clawdeen ready to pounce on the Rebels, Adora changes into She-Ra to teach her friends a lesson. The Horde move off, allowing She-Ra to tell Glimmer and Bow that they have powers of their own and must learn to stand up for themselves. She departs, leaving them to fight the returning Horde. While they repel Catra and

Clawdeen, Peekablue is captured. Now that they have something worth fighting for, the Rebels proceed to rescue their friend.

With Peekablue tied up in a sleep-inducing plant, the Rebels sneak into the Horde base. Adora distracts Catra long enough for Sprint to take back the Crystal Crown, but the Rebels are soon snared by Entrapta's tentacle-like traps. Adora slips past and changes into She-Ra. She destroys the traps and frees her friends, and they head for Peekablue, with Bow slowing the Horde's progress with a smoke arrow.

She-Ra and Glimmer try to free Peekablue from the plant, but its perfume puts them to sleep. Kowl pushes a window open in the ceiling, allowing a gust of wind to blow the perfume away. Glimmer and Peekablue awaken, but She-Ra continues to sleep. With Catra in hot pursuit, the Rebels follow Bow as he carries She-Ra to safety through the open window.

Back at the Whispering Woods, Bow and Glimmer agree never again to expect someone else to get them out of trouble they have put themselves into.

MEMORABLE QUOTES

"Well, She-Ra did help ... a little."

[Bow forgets She-Ra's contribution to the Battle of Bright Moon]

"That crown is not important enough to risk your lives!" [Kowl has wise words for his eager friends]

"If She-Ra saves them, they'll always be looking for the Princess of Power to pull them out of trouble." [Madame Razz explains the predicament of Adora's situation]

"What's the right thing to do?" [Seeing her friends in danger, Adora ponders her next move]

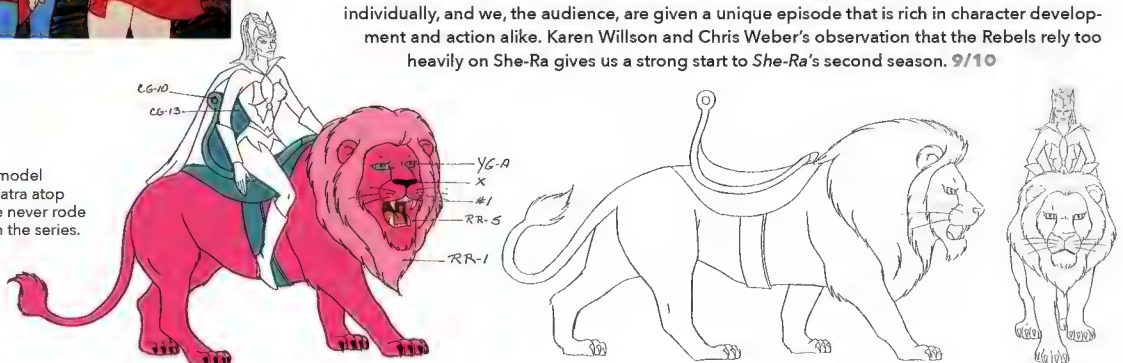
"I'm always ready to help someone who's tried to help themselves." [She-Ra explains her previous actions to her allies]

MORAL LOO-KEE. "Hi! I'm Loo-Kee. Did you find my hiding place today? If not, try again. See me now? Here I am! You know, today Leech stole a crystal crown and got into big trouble for it. Funny thing about stealing—it usually catches up to you. And even if it doesn't, you never can feel good about yourself. See you soon!"

REVIEW Refreshing and even postmodern at times, this episode is essentially a critique of past episodes where She-Ra saved the day single-handedly—in other words, 99 percent of the series. "One To Count On" is supported by a well-selected cast, new characters, and a new location, all of which help make it more memorable. While she does rescue her friends from the odd scrape in season 2's opener, She-Ra ultimately empowers them to trust in their own abilities, which gives them all the chance to shine individually, and we, the audience, are given a unique episode that is rich in character development and action alike. Karen Willson and Chris Weber's observation that the Rebels rely too heavily on She-Ra gives us a strong start to *She-Ra's* second season. **9/10**



Although the model sheet shows Catra atop Clawdeen, she never rode the giant cat in the series.



SAME/AS

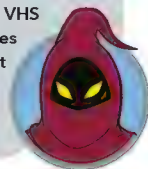
Clawdeen is based on the design and stock animation movements of Jad-bal-ja, the lion from Filmation's *Tarzan* series.

As Adora approaches Catra, Entrapta, and Leech, the same animation is used as the shot of Adora approaching the screen during the introduction sequence of the show.



TRIVIA

- This was the first episode of *She-Ra* to feature Filmation's 1986 logo.
- Throughout much of season 2, Glimmer is referred to as "the princess Glimmer."
- The symbol on She-Ra's bodice is visible on the rug hanging from the wall in the opening scene.
- Entrapta is referred to as "Entraptra" throughout the script. Fortunately, her name had been corrected by the time the voice actors recorded their lines.
- Entrapta was designed by character artists Larry Eikelberry and Herb Hazelton.
- The end credits for the season 2 episodes feature Castle Bright Moon in the background.
- Though she would perform only a few character voices, Diane Pershing is added to the voice cast credits from this episode onward.
- This episode was released on VHS in the UK along with the episodes "Return Of The General" and "Out Of The Cocoon."



DELETED SCENES

In the original script, the role of Sprint is assigned to a new Twigglet called Sprigget; for this reason Sprint's voice is slightly different from his previous appearance in "A Loss for Words."

Initially, outside Catra's lair, Peekablue uses her vision and spots a frightened Trant, a deer-like creature with a unicorn horn. Seconds later, Clawdeen appears.

Though never mentioned in the actual episode, the jeweler's name is Robert.

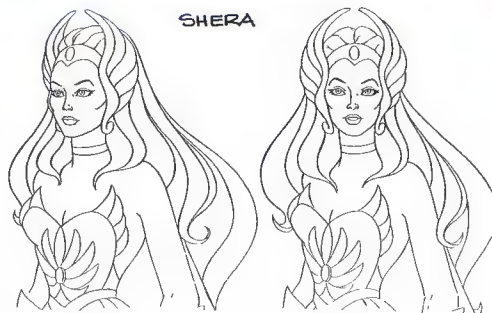
During the scene in which Peekablue is captured, Catra was originally scripted to be riding Clawdeen.

EYES & EYELIDS:
KEEP EYELASHES A STRONG SHAPE -
SOFTENING AT THE EDGES AS LASHES -
ALWAYS ENCLOSE UPPER EYELID FOR
INK & PAINT (EYELIDS WILL BE PAINTED
A DIFFERENT COLOR FOR EYE SHADOW)

HAIR:
ANIMATORS (AND ANIMATORS PLEASE NOTE):
WHILE SHERA'S HAIR PATTERN HAS
DEFINITE SHAPES, IT SHOULD STAY
LOOSE & FLOWING - THERE SHOULD BE
NO PARALLEL LINES OR "STRIPE"
WHICH WOULD MAKE IT LOOK RIGID -
SHERA'S HAIR SHOULD NOT LOOK
STRIBBY EITHER - KEEP IN MIND
MASS, SHAPES & PATTERN.

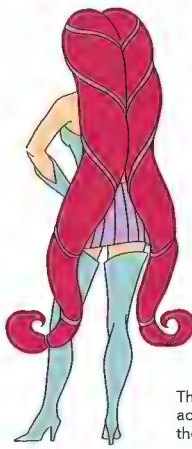
DIALOGUE:
KEEP MOUTH CENTERED BETWEEN
NOSE AND CHIN - IF YOU RAISE THE
UPPER LIP SLIGHTLY FOR AN OPEN
MOUTH AND DON'T LET THE "M" MOUTH
GET TOO EXTREME YOU'LL HAVE PLENTY
OF CHIN LEFT - AGAIN, TRY TO KEEP
DIALOGUE CENTERED BETWEEN NOSE
AND CHIN.

SHERA



SHERA (AND ADORA) HAS A SMALL NOSE,
MOUTH CENTERED HALFWAY BETWEEN NOSE
AND CHIN, AND LARGE SLIGHTLY UP-TILTED EYES.

CHARACTER DESIGNER: DIANE KEENER



ROBERT
TYPE 101 HEADS

The villainous Entrapta was a new addition to the cast of *She-Ra* at the beginning of season 2.



RETURN OF THE GENERAL

CAST Adora, Bow, General Sunder, Glimmer, Hordak, Mally, Mantenna, Queen Angella, She-Ra, Spirit, Swift Wind, Telzy



MEMORABLE QUOTES

"As a soldier, I learned the biggest problem with peace is ... that sometimes you have to fight to keep it."

[General Sunder prepares to go into action once more]

"It was a stupid idea of yours. Remind me to punish you later." *[Hordak passes the buck to poor Mantenna]*

"I find I'd rather grow things than blow them up." *[General Sunder explains his desire to be Farmer Sunder]*



SYNOPSIS She-Ra defends against a full-scale attack on Castle Bright Moon by armies of Horde Troopers, Destructo Tanks, and Hordak himself. Expecting the Horde to come again, she aims to enlist the help of an old friend of the Great Rebellion, a friend who was once known as General Sunder.

Now a farmer, Sunder tells She-Ra that he prefers the quiet life with his family in the safety of Bright Moon. But Sunder is devastated when he sees that the Horde have destroyed his farmhouse and taken his wife Mally and daughter Telzy captive. His mind now changed, Sunder dons his old soldier uniform from years ago and becomes General Sunder once more to help She-Ra defend Bright Moon and rescue his wife and daughter.

While Hordak gloats to his prisoners, including Mally and Telzy, General Sunder proves he has lost none of his shooting skills at a firing range. He says that Queen Angella should expect Hordak to attack her castle from the air, as it worked for him during his earlier assault on Bright Moon.

While General Sunder ventures to the Fright Zone on a Horde Skycycle previously

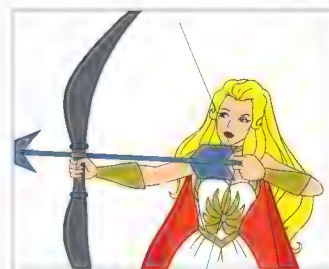
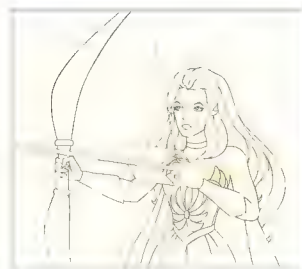
captured by Queen Angella, Hordak attacks Bright Moon from the air as predicted. The Rebels and Queen Angella's guards gradually force the Horde back to the Fright Zone, prompting She-Ra to fly to General Sunder's side to aid him in freeing the prisoners.

General Sunder breaks into the Fright Zone and finds his family. He sets off an alarm, forcing Horde Troopers to pursue him and the fleeing prisoners. As they venture outside, Hordak stands in their way and blasts General Sunder with a stun beam. As he lies motionless on the ground, She-Ra arrives to defend him. Hordak turns his cannon to fire at her, but General Sunder uses his last ounce of energy to destroy the cannon with a blast from his pistol. She-Ra leads Hordak away and slices his aircraft in half. As the furious Horde dictator parachutes to the ground, the prisoners escape to safety.

Back at their village, General Sunder tells She-Ra that although he will be returning to his life as a farmer, he will be there for the Rebellion should they ever need him.

MORAL LOO-KEE. "Hi! I'm Loo-Kee. Did you find where I was hiding today? If not, try again! Can you see me now? Here I am! General Sunder rescued his family because he cared about them more than anything. Just the way your family cares about you. Why not show them you appreciate them by giving them a gift of love—a big hug! Do it now! See you next time!"

REVIEW Throwing General Sunder back in the spotlight a mere fourteen episodes after his debut is a testament to both his popularity at Filmation and how his story resonates with Etheria's. Whether citizens lead an uprising against them or simply want to live humbly as people of the community, nobody gets off lightly against the Evil Horde. Hordak hits General Sunder where it really hurts by bombing his home and abducting his wife and child. While we feel his pain, it is General Sunder's response to this despicable act that makes the episode brilliant: he is unwilling to raise a finger in violence until his family are at risk, and for him, there is no stake higher than that. With fun battle scenes and the thrilling resurrection of General Sunder, this episode is both captivating and heartfelt in equal measure. **8/10**



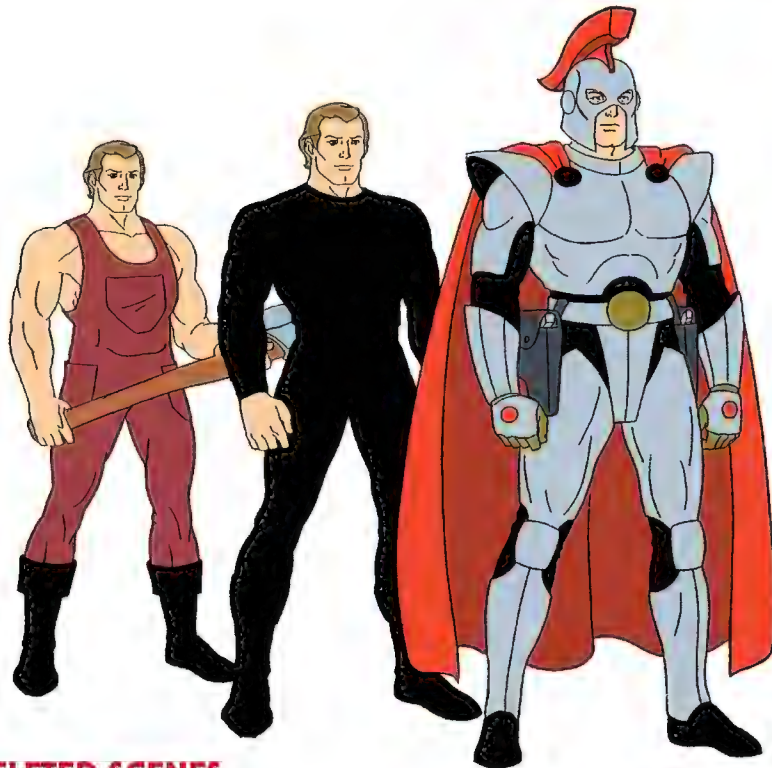
SAME/AS

The animation of Hordak speaking into a microphone was previously used in "Flowers for Hordak."

The sequence of Queen Angella and Glimmer conversing and then flying into battle would be reused, albeit with mirrored shots, in "Portrait of Doom."

The sequence in which She-Ra lassos the Bat-Meks and pulls them together was previously used in "Treasure of the First Ones."

She-Ra slicing the Annihilator in half while Hordak parachutes to safety would be reused in "Portrait of Doom," but with Hordak replaced with Catra.



DELETED SCENES

Bob Forward's script states that three years have passed since Sunder's first appearance in "Unexpected Ally," explaining the arrival of his and Mally's daughter, Telzy.

Act 1 originally ended with General Sunder standing in the doorway of his house. He threatens, "Hordak is going to be even sorrier!" However, due to the way the script's action was timed, the target-practice scene ends the first act.

In an altered scene, Queen Angella's guards fire large swivel-mounted crossbows at the Horde. In the actual episode, their weapons were substituted with giant cannons. This explains why we hear a guardsman answer, "Bowman ready, sir!" even though no crossbows are in sight.



TRIVIA

- For the first time in the series we see She-Ra without her tiara; this reveals her to have the same hairstyle as Adora, though with slightly more hair.

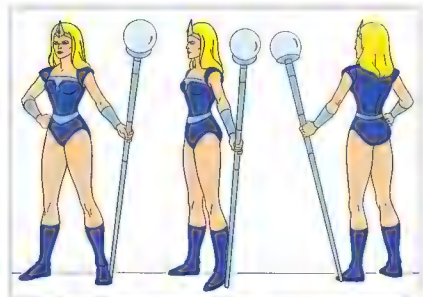
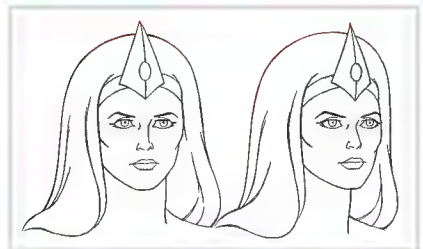
- Although she mentioned a connection to General Sunder in "Unexpected Ally," Adora reveals in this episode that she served directly under him when working for the Horde.

- This episode reveals that Glimmer can use her light powers to fly.



BONUS

SWORD TO EVERYTHING: She-Ra transforms the Sword of Protection into a bow and fires one of Bow's arrows to destroy a group of Destructo Tanks.



OUT OF THE COCOON

CAST

Adora, Baron Condore, Bow, Flutterina, Glimmer, Light Hope, Prince Norb, She-Ra, Small One, Snout Spout, Spirit, Swift Wind

SYNOPSIS

Residents of a poverty-stricken community seek help from Castle Bright Moon. Their crops are dying, and the cruel Baron Condore has taken their food supplies. Adora reassures them and then changes into She-Ra to provide help.

She-Ra, with the aid of Swift Wind, delivers wagons of food and supplies to the people of Sand Valley. Suspicious because some people at a nearby derelict castle seem more in need than others, she decides to investigate but is ambushed by Baron Condore's soldiers, who are desperate to secure the supplies for themselves. She pushes them back but is soon trapped by the energy of Condore's sun-powered Sun Ray.

With the Sun Ray preventing her from moving, She-Ra is placed in a dank prison cell where she meets Small One, a young girl responsible for cleaning the dungeons. She asks for Small One's help, and the young slave uses her mop to divert the power of the Sun Ray away from She-Ra but is knocked unconscious as a result of her heroism. She-Ra collects Small One, breaks free from her prison, and summons Swift Wind.

At the Crystal Castle, She-Ra lays Small One on a bed to recover. While lightning strikes around them, Light Hope tells She-Ra that this experience is simply part of Small One's path. A magical cocoon forms around Small One, who soon emerges in a different form. She awakes as Flutterina and thanks Light Hope for helping her discover her true self, allowing her and She-Ra to venture back to Sand Valley to help her people.

While Bow helps defend a neighboring kingdom from an attack by Baron Condore, She-Ra and Flutterina swoop in to detain Condore's men. The villain wheels in the Sun Ray, certain that even the Princess of Power cannot stop the power of the sun. Flutterina observes that the sun needs to be in clear sight to power the machine, and so she and Swift Wind use their wings to blow clouds into its path, allowing She-Ra to destroy the Sun Ray and protect the kingdom.

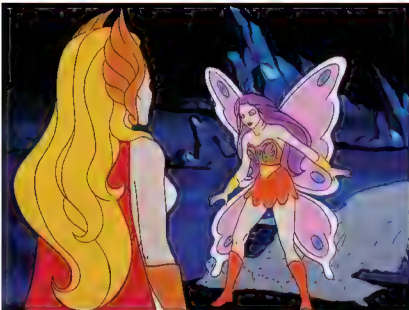
To make peace between the two communities and ensure they all have enough to eat, She-Ra digs a long trench from the Green River that will allow enough water through to irrigate crops for everyone in Sand Valley.

MEMORABLE QUOTES

"No one is unimportant, Small One. But everyone has a different path in life. Who knows what yours is?" [She-Ra foreshadows Small One's destiny].

"Arise . . . Flutterina!" [Light Hope beckons the newest member of the Rebels].

"And my special gratitude to you, She-Ra, for seeing something within me that I didn't even know was there . . ." [Flutterina appreciates She-Ra's words to her].



MORAL

LOO-KEE. "It's Loo-Kee again! Did you find my hiding place today? If not, try again. Look! See me now? Here I am! In today's show, the caterpillars in Glimmer's garden turned into beautiful butterflies. You know, there's an important lesson about people here, especially people who are physically disabled. They may look or act different than you, but inside they are just as special and beautiful as you are! Bye now!"

REVIEW

This episode's title makes a big deal about Flutterina. Small One's transformation is atmospheric, and it's nice to get an origin for the butterfly maiden. The problem is that her being inside the Crystal Castle breaks one of the greatest conventions of the series: the castle is only ever seen by characters who know Adora's secret. As Flutterina does not, it comes off as a clumsy continuity error. She then reappears as She-Ra's new friend, with little reflection on her past as a slave. The desert setting gives us a new location, but Baron Condore is far too Earthly a villain to seem at home on a magical world like Etheria. In fact, without Flutterina's rebirth to solidify the episode, this one would be nothing out of the ordinary. **5/10**



SAME/AS

When Bow cheers on Swift Wind the animation of him thumping his fist was previously used in "She-Ra Unchained," when he offers to aid Prince Adam in his mission to the Fright Zone.

Baron Condore's Sky Speeders are based on the design of the Sky Sleds from the *He-Man* series.



DELETED SCENES

A piece of removed dialogue has Baron Condore threatening to send the guard to the dungeon for a week as punishment for allowing She-Ra to escape.

In the original script, on the advice of Light Hope, She-Ra leaves Small One at the Crystal Castle and returns to aid Bow. After bringing peace to the people of Sand Valley, she returns to the Crystal Castle as Small One is transformed into Flutterina.



TRIVIA

- Although this was the third episode produced for the second season, this script was actually the first to be written.
- George Dicenzo is the voice of Snout Spout; he gives him a tone similar to that of Sea Hawk's first mate, Swen.
- Baron Condore was designed by character artist Kevin Frank.
- Bow displays an immediate attraction to Flutterina.
- The moral to this episode was approved by the Mayor's Office for the Physically Disabled before being broadcast.
- Though season 2 of *She-Ra* never aired in the UK, the first six episodes were released on two VHS cassettes.



BONUS SWORD TO EVERYTHING:

She-Ra transforms the Sword of Protection into a digger and proceeds to dig a large trench from the Green River to Sand Valley.



A LESSON IN LOVE

CAST Adora, Bow, Broom, Flutterina, Hordak, King, Kowl, Leech, Madame Razz, Mantenna, Prince Kevin, Shadow Weaver, She-Ra



MEMORABLE QUOTES

"I command you to hit that . . . that animal right on the nose!" [Madame Razz snaps after Bow's teasing]

"You will make a fine addition to our butterfly collection, my dear." [Shadow Weaver never fails to surprise us]

"Be sure to wash behind your ears, boys!" [She-Ra teases Hordak and Mantenna]



SYNOPSIS After running away from home to avoid his responsibilities, young Prince Kevin gets more than he bargained for when he accidentally speeds through a portal to the Fright Zone. Shadow Weaver casts a mind-altering spell on Kevin and orders him to become a spy for the Horde, after first gaining the trust of the Rebels by saving Flutterina from a giant spider attack.

Welcoming him as her guest, Flutterina arrives at the Rebel Carnival with Kevin in tow. Once the celebrations have begun, the young boy slips away to break open a black egg to alert the Horde of the Rebels' whereabouts. Dark smoke from the egg fills the sky, obscuring the Rebels' view and allowing the Horde to swoop in and attack.

While the villagers get to safety, Adora changes into She-Ra and repels the Horde. Flutterina summons tiny butterflies to help them but is captured by Hordak. The Horde retreat, and Kowl, who saw him release the smokescreen, accuses Kevin of being a spy. Kevin denies the charge, but he is impaired by poor memory, an effect of Shadow Weaver's spell. She-Ra trusts him, and so the

Rebels return to the Whispering Woods to plan their rescue of Flutterina.

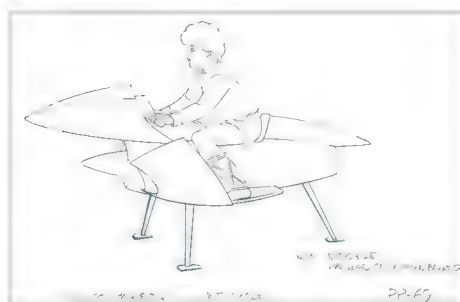
After Madame Razz's magic mirror reveals that Shadow Weaver has taken Flutterina to Horror Hall, She-Ra and Kevin go to save her. They are intercepted by Hordak but continue to Shadow Weaver's lair after dumping him in a lake.

At Horror Hall, Shadow Weaver intimidates Flutterina, having trapped her in an oversized bell jar. She-Ra and Kevin burst in, but the Princess of Power is soon trapped in Shadow Weaver's power-draining rope, which renders her weak. While Shadow Weaver tries to maintain control of Kevin's mind, Flutterina encourages the young boy to use the Sword of Protection to cut the rope and free She-Ra. He does so, allowing She-Ra to free Flutterina and trap Shadow Weaver in the same oversized bell jar which kept the butterfly maiden prisoner.

Back at the Whispering Woods, She-Ra and Flutterina wave goodbye to Kevin, who is excited to return home and more than prepared to face up to his duties as a prince.

MORAL LOO-KEE. "Hello, here's your friend Loo-Kee. Did you find me today? If not, take another look. See me? Here I am! In today's adventure, Kevin learned how important it is to do the things we're supposed to. People who don't are called 'irresponsible'—and that's bad. But those of us who do what we're supposed to, like our homework, or cleaning our room—we're called 'responsible'—and that's good!"

REVIEW The title suggests some sort of romance, which may have been Phil Harnage's intention for Kevin and Flutterina, who are seen linking arms—or perhaps it's the love of the Rebels. It's not clear. Kevin is neither likable nor unlikable. He just is. And while the Horde attacking from the cloud of smoke is a different way to ambush the Rebels, and some of the scenes at the Twigget village are fun, the rest of the episode is far too gentle. At times, it feels like one of the old She-Ra storybooks, where the threat is minimal and the action wafer thin. "A Lesson In Love" is the first in a long line of season 2 episodes that are well below par. On the whole, this lesson doesn't teach us much we didn't already know. **4/10**



SAME/AS

The castle seen at the beginning of the episode was previously used as the city of Tahryn in the *He-Man* episode "Song of Celice."

The design of the giant spider that attacks Flutterina was originally used as Slush in the *He-Man* episode "The Region of Ice."

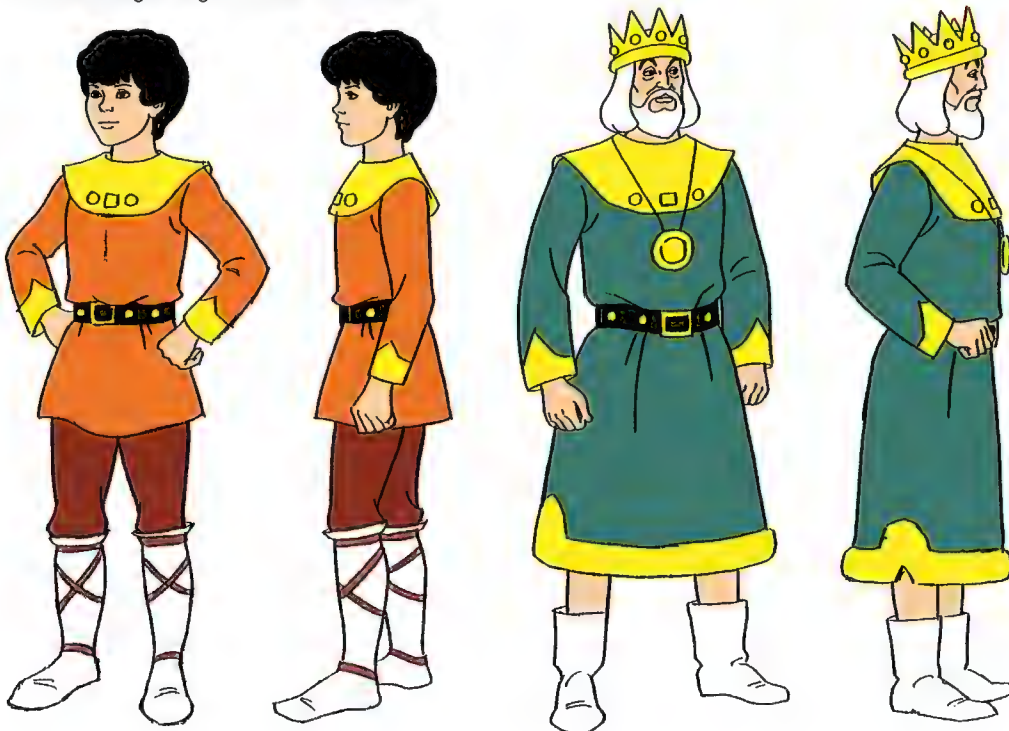


DELETED SCENES

Act 1 originally ended rather dramatically with Kowl accusing Kevin of being a spy, rather than the Horde attacking the village.

A scene heavily cut for time had She-Ra battling a Lava Monster guarding Horror Hall before enter-

ing to rescue Flutterina. The Lava Monster used the same character model as the Sludge Monsters from the *He-Man* episode "Search for the Past."



TRIVIA

- This is Phil Harnage's only *She-Ra* script. He previously wrote the *He-Man* episodes "Fraidy Cat" and "A Bird in the Hand."
- In the scene in which Madame Razz has a confrontation with her mirror, her irises are colored green.
- Lou Scheimer is the voice of the mirror.
- Flutterina demonstrates a unique ability to telepathically communicate with butterflies in this episode.
- This episode was released on VHS in the UK along with the episodes "Something Old, Something New" and "Loo-Kee's Sweetie."



BONUS SWORD TO EVERYTHING:

Firstly, She-Ra transforms the Sword of Protection into a magnet, which she uses during a physical confrontation with a group of Horde Troopers. Secondly, she transforms the sword into a battering ram in order to break down the door of Horror Hall.

BONUS HORDAK ATTACK:

Hordak transforms his right arm into an extendable butterfly net and effortlessly captures Flutterina.

SOMETHING OLD, SOMETHING NEW

CAST

Adora, Arrow, Bow, Broom, Candor, Eli, Flutterina, Kowl, Madame Razz, Peekablue, Perfuma, Serenity Stone Keeper, Shadow Weaver, She-Ra, Spirit, Swift Wind



MEMORABLE QUOTES

"Well, if you hadn't have tried to capture me, I would have been more friendly, you big metal lummox." [Eli has some strong words for a Horde Trooper]

"I keep telling you, practice your landings, practice your landings." [Broom attempts to instruct Madame Razz]

"There's always a danger when you change Mother Nature." [Adora foreshadows something bad]

"I've told you a hundred times, you've got to hold on tightly and save your stories for when you're on the ground." [Once more Broom attempts to instruct Madame Razz]



SYNOPSIS

In Serenia, a young magician named Eli finds the magical Serenity Stone after battling with some Horde Troopers who had stolen it for Shadow Weaver. Adora and Bow hear the commotion and prepare to come to his defense—until they realize he is more than capable of defending himself, having transformed the Horde Troopers into trees. Eli tells the Rebels he is looking for Madame Razz to help him complete his training, and so they take him to the Whispering Woods to meet her.

While Shadow Weaver plots to retrieve the stone, Eli uses its magic-enhancing powers to whip up a feast for the Great Rebellion. He meets Madame Razz but dismisses her magic as irrelevant, considering the scope of his own powers. Unaware that the Serenity Stone is in his possession, Madame Razz and Adora watch in amazement as Eli uses his magic to dig a trench in the ground and divert water to the Rebel camp to help with washing.

Content with his handiwork, Eli sees a vision of his teacher Candor in the sky and obeys instructions to meet him at his mountain home. When Madame Razz hears of this, she alerts She-Ra, aware that Candor sleeps for one hundred years after training a

new student, so the vision cannot have been him. Deducing that Shadow Weaver must be luring Eli into her clutches for destroying her Horde Troopers, She-Ra and Madame Razz take to the skies to investigate.

On their way, they cross over Serenia and are instantly pulled inside a mystical pyramid at the Balance Center of Etheria. The keeper of the pyramid informs them that the Serenity Stone was stolen and must be returned to prevent the planet from spinning off into space. She-Ra speculates that Eli must have the stone, which would explain his increased power, and that Shadow Weaver wants it.

At Candor's mountain, Shadow Weaver traps Eli and intends to take the Serenity Stone for herself until She-Ra and Madame Razz show up. As Etheria starts to become unbalanced, a cave-in causes Shadow Weaver to drop the stone into a chasm. As She-Ra attempts to retrieve it, Madame Razz and Eli combine their magic to impair the villain. She-Ra returns the stone to the safety of its chamber, thereby saving Etheria, and disposes of Shadow Weaver.

Back at the Whispering Woods, Eli announces that thanks to Madame Razz and the Rebels, he has learned not to brag and show off.

MORAL

LOO-KEE. "Hi, I'm Loo-Kee. Did you find my hiding place today? If not, try again. See me here? Here I am! In today's story, Eli bragged about everything he did. Well, nobody liked it. Being proud of yourself is fine. But bragging about it isn't. Just let your actions speak for themselves. Bye now!"

REVIEW

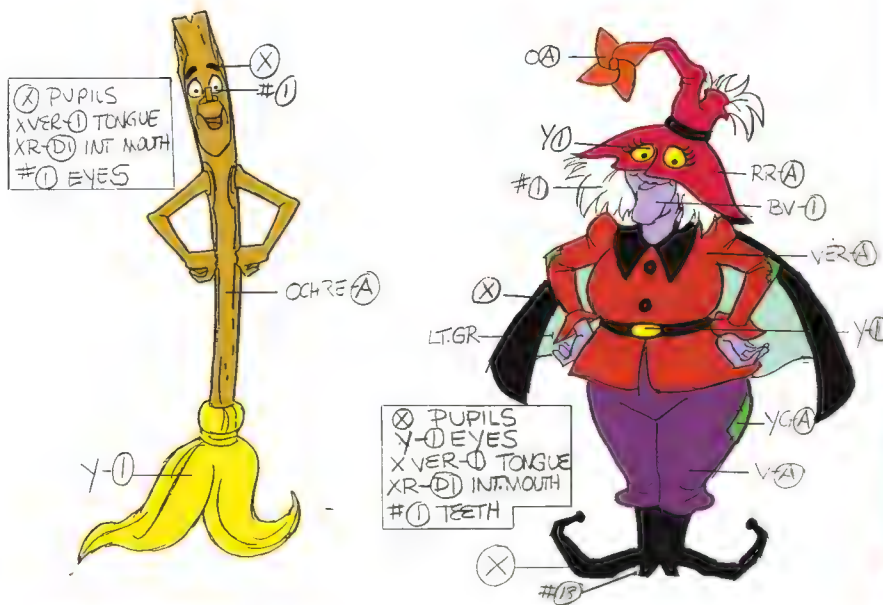
Carol Baxter, having already written for Catra and Scorpia with varying degrees of success, now tries her hand at Shadow Weaver. Eli's accidental magic tricks are enjoyable, particularly turning the Horde Troopers into trees, but to send him to Madame Razz for training is either a joke in itself or Candor's been asleep for longer than we realize. The other big problem is the Serenity Stone. We are led to believe it is the sole object keeping Etheria from spinning off into space, and yet the power it gives Eli is tantamount to making practical jokes and setting the dinner table. As such, we don't get much of a sense of danger, even with Shadow Weaver at the wheel. This episode is definitely something. Fun at times, but also confused and melodramatic. **5/10**



SAME/AS

The animation of She-Ra parting the ground with the Sword of Protection to allow the water to flow was previously used in "The Reluctant Wizard."

The shot of Shadow Weaver standing on the edge of the gorge was originally used in "Three Courageous Hearts."



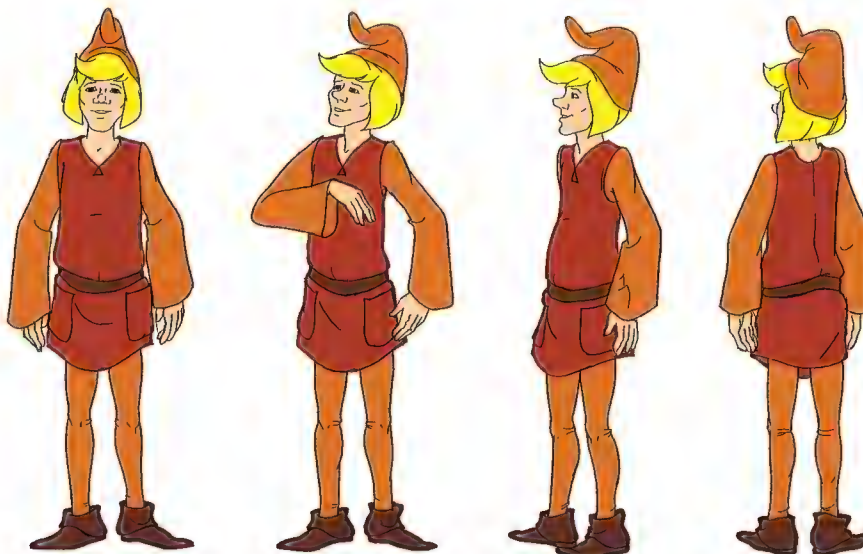
DELETED SCENES

In the original script, when Eli first sees Madame Razz crash-land, he turns to Kowl in disbelief, asking, "That's Madame Razz? I don't believe it." Kowl replies, "I don't believe it myself sometimes."

Shortly after Eli introduces himself, a piece of removed dialogue has Adora reveal that Madame Razz once trained with Candor. Madame Razz then questions if she's being replaced, to which Adora answers, "No one could replace you."

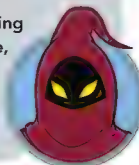
A removed conversation had Madame Razz tell Eli that they should wait until tomorrow to have their lesson, with Eli stating that he's in no hurry, as he'll have the rest of his life to be the best magician on Etheria. He continues by remarking, "Who knows, perhaps I could teach you something."

In a removed scene Madame Razz magically manifests a row of hay and boats, instead of hay and oats, for the livestock in the Whispering Woods.



TRIVIA

- In the script, Eli is described as being in his early twenties.
- Eli is voiced by George Denczo.
- Flutterina, Peekablue, and Perfuma all make silent cameo appearances in this episode. Their appearances are so forced that the character illustrations are merely model sheet poses.
- Both Flutterina and Peekablue were designed by character artist Dale Hendrickson.
- Madame Razz reveals that she once lived in Serenia, approximately six hundred years ago.
- When Loo-Kee reveals his hiding place at the end of the episode, it is completely different to his actual hiding place.



BONUS SWORD TO EVERYTHING: She-Ra transforms the Sword of Protection into a grappling hook, enabling her to climb backward down a cavern in order to retrieve the Serenity Stone.



Above: Candor was only ever fully seen in the character's model sheet!



LOO-KEE'S SWEETY

CAST Adora, Catra, Koo-Kee, La-See, Loo-Kee, Pa-Pee, Shadow Weaver, She-Ra, Slymepig, Spirit, Swift Wind



MEMORABLE QUOTES

"Those Terror Terriers you destroyed are expensive, you multicolored maggot!" [Catra has harsh words for Pa-Pee]

"Of course I'll go, La-See! I'll go for you, for our people . . . and for my father." [Loo-Kee displays a rare moment of maturity]

"Well, yes . . . but it's a wonderful sort of grossness . . . don't you think?" [Slymepig's love of slime fails to impress the others]



SYNOPSIS On Beast Island, the Kon-Seals, Loo-Kee's race of people, are being chased by Horde Terror Terriers. Accused of bringing food in to feed prisoners, Pa-Pee and La-See are the last of their kind to escape, but they are soon cornered by Catra. While Pa-Pee is arrested, La-See dives into the sea surrounding the island and swims to the Whispering Woods to find help.

Adora and Spirit are barbecuing food at the edge of the enchanted forest when Loo-Kee playfully makes himself known. They hear calls from a cliff overlooking the sea and rescue La-See from the thrashing waves. Seemingly taken with her, Loo-Kee agrees to help La-See after she explains the extent of the situation. Adora changes into She-Ra and flies them toward the island on Swift Wind.

Following an interception by Catra and a battle with Bat-Meks, She-Ra, Loo-Kee, and La-See arrive on Beast Island. Entering the prison via the secret entrance the Kon-Seals used to deliver food to the prisoners, She-Ra and La-See soon become captives in the sticky Slime Pit. While Loo-Kee manages

to escape, their strength is drained by the slime. They meet the Slymepig, a porcine fellow who calls the pit his home. He finds it hard to believe that La-See and She-Ra do not like slime but reveals that he has a potion that will make it disappear. Loo-Kee snatches the potion, but She-Ra insists he give it back to the Slymepig, as he is the rightful owner. The Slymepig offers the potion to She-Ra for her honorable behavior, and the slime melts away, releasing the Rebels from the now-empty bog.

She-Ra pushes over a large pillar and uses it as a ladder to escape to the surface, where she, Loo-Kee, and La-See find the imprisoned Kon-Seals. While Catra emerges to confront the Princess of Power, She-Ra destroys the force field keeping the Kon-Seals prisoner and disposes of Catra in the Slime Pit.

While Loo-Kee and his father are reunited and She-Ra prepares to leave Beast Island, the furious Catra is left to get acquainted with the Slymepig and hear about the benefits of slime.

MORAL LOO-KEE. "Hi! I'll bet you saw me today. I was in the whole show—and boy, was it exciting! But did you see me when I was hiding? If not, here's another look. See me now? There I am! Today, I learned a lesson about stealing. I learned it was wrong to steal, even if you think you have a good reason. There is no good reason for taking something that doesn't belong to you. Let's all remember that—I know I will. Bye now!"

REVIEW Bob Forward proved himself time and time again as one of the most competent writers of both the *He-Man* and the *She-Ra* series, so it's hard to figure out how the very same writer wrote this particular episode. Once we've gotten over the fact that little La-See supposedly swam to the Whispering Woods, we find that Beast Island is suddenly a far less intimidating place than it was at this point in season 1. Gone are the days of towering beasts and two-headed monsters; it is now home to not only Loo-Kee's sweet race of people, but also the Slymepig, a character so out of place it makes us wonder if someone changed the station while we weren't looking. This episode can't even get its title right. Loo-Kee shows a passing attraction to his female counterpart, but like an awkward teenager, he hardly goes beyond a casual hello. **3/10**



SAME/AS

The animation sequence of She-Ra picking up the ground and rolling it was previously used in "The Anxious Apprentice."

When She-Ra skillfully catches the Sword of Protection after having thrown it, the sequence is the same as a similar scene in "Treasure of the First Ones."



DELETED SCENES

In the original script, Clawdeen accompanies Catra in the opening scene, and Shadow Weaver is seen atop a faint, almost transparent steed called Smoke.

The dialogue between Catra and Slymepig at the end of the episode was added after the script had been finalized.



TRIVIA

- Loo-Kee's race of people are called the Kon-Seals, named after their ability to conceal themselves.
- There were many more members of Loo-Kee's race designed for the episode, but they were never used.
- In the model sheet pack there is a rather bizarre illustration showing how to make a thermo-frank (hot dog).
- The symbols on the mustard by Adora's side are abstract capital letters that spell out the word *mustard*.
- The Slime Pit, a play set from the Masters of the Universe toy line, appears in this episode, though it bears little resemblance to its toy counterpart.
- The microphone Catra uses when communicating with She-Ra in the Slime Pit has an icon in the shape of her mask decorating the top of it.
- Slymepig was designed by character artist Charles Zembillas.



Above: An illustrated guide on how to make an Etherian thermo-frank!



THE PEARL

CAST Adora, Hordak, King Mercia, Mermista, Shadow Weaver, She-Ra



MEMORABLE QUOTES

"So long as the Horde does not bother him, he will not bother the Horde." [Mermista explains her father's attitude]

"I'm going to do a little pearl diving!" [Hordak prepares to steal the Power Pearl]

"I knew a drylander would bring us trouble!" [King Mercia reacts to She-Ra's presence in his kingdom]



SYNOPSIS Mermista summons fish to the surface of the ocean to help the fishermen of Bright Moon with their catch for the day before responding to a distress call from a baby whale. She departs, motivating Adora to become She-Ra and investigate with her.

Mermista finds that a Horde ship has captured the whale, and she confronts Hordak about it. She-Ra appears and breaks the ship's propellers, stopping the Horde in their tracks. She and Mermista free the baby whale and guide him to safety in Salineas, Mermista's father's domed underwater kingdom, unaware that Hordak has attached a device to the creature's back to watch their every move.

While the baby whale recovers, Mermista's father, King Mercia, expresses concern that an outsider's knowledge of their magical Power Pearl may cause Salineas to be in danger. Mermista reassures him that She-Ra is no threat, but Hordak sends a Horde ship to collect the pearl, cracking the protective dome above the city. With the Power Pearl now in the hands of the Horde, the Mer-Folk

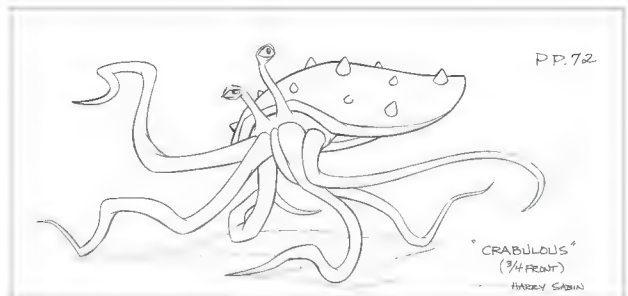
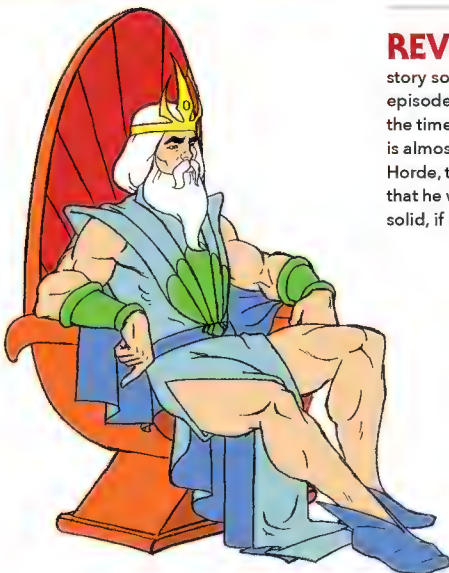
are unable to transform their legs into fish tails.

While She-Ra enlists the help of a large sucker clam to temporarily plug the crack in the dome, Hordak orders Shadow Weaver to use the Power Pearl to control a large crabulous creature. She commands it to attack She-Ra, but the Princess of Power evades capture. The baby whale, with Mermista riding on his back, leaps over the Horde ship and collects the pearl in his mouth, allowing Mermista to change her legs into a tail and communicate with the creatures of the sea once again. As Hordak spots an enormous whale approaching, he thinks Shadow Weaver is still able to control the sea creatures but soon realizes that it is, in fact, Baby's mother, and she is not pleased. They retreat moments before Baby's mother swallows the Horde ship whole and puts a stop to their scheme.

Back at Salineas, She-Ra and the baby whale are awarded medals for helping the Mer-Folk, while Baby's mother watches from outside the dome with one big eye on the ceremony.

MORAL LOO-KEE. "Hi! I'm Loo-Kee. Did you find my hiding place today? If not, take another look! See me now? Here I am! Today She-Ra and Mermista helped a lost baby whale. People get lost, too. If you are ever lost, remember not to be frightened. The best person to talk to is a policeman. He'll get you home safer and faster than you can say, 'Bye now!'"

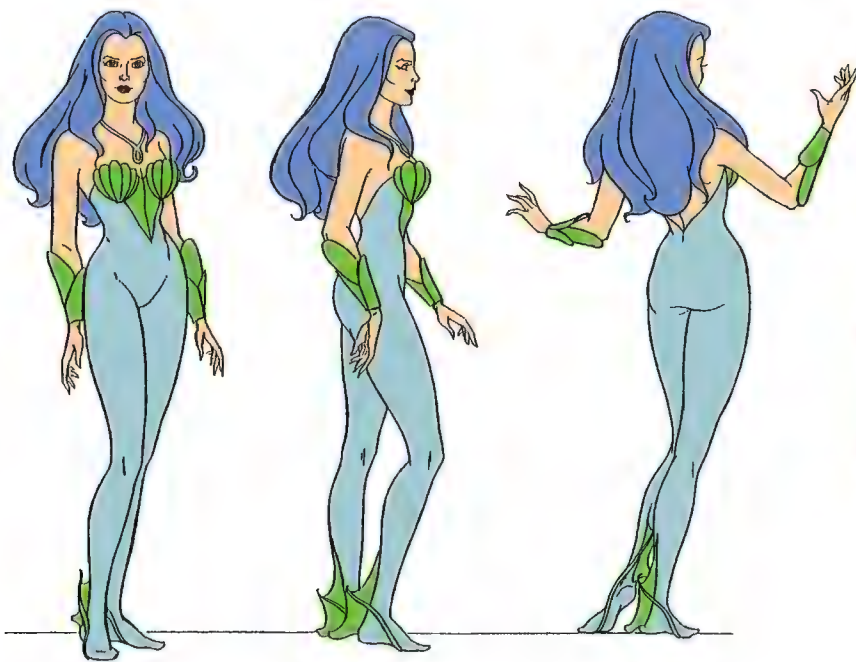
REVIEW It's wonderful, as ever, to see Mermista again, and while the action scenes are fun and the story sound, the Horde's fishing excursion seems like an unlikely pastime. The biggest problem with this episode, though, is that Hordak learns about the artifact too late in the day to do much damage with it. By the time the baby whale's mother appears (in an excellent scene that tips its hat to *Moby Dick*), the episode is almost over. And while we've already seen countless episodes that encourage people to stand up to the Horde, this particular story could have benefited from such a premise, considering King Mercia's adamantness that he will never take on Hordak. Despite comparisons to *He-Man's* "City Beneath the Sea," this episode is solid, if not quite as special as it should have been. **6/10**



SAME/AS

The animation of Mermista leaping into the air, transforming her legs into a tail, and diving into the water, as well as the animation of She-Ra transforming her sword into a helmet and also diving into the water, would be reused in "Sweet Bee's Home."

When Shadow Weaver casts her spell on the Power Pearl, the animation used is the same as the sequence from "She-Ra Unchained," when she overthrows the mind of Adora.



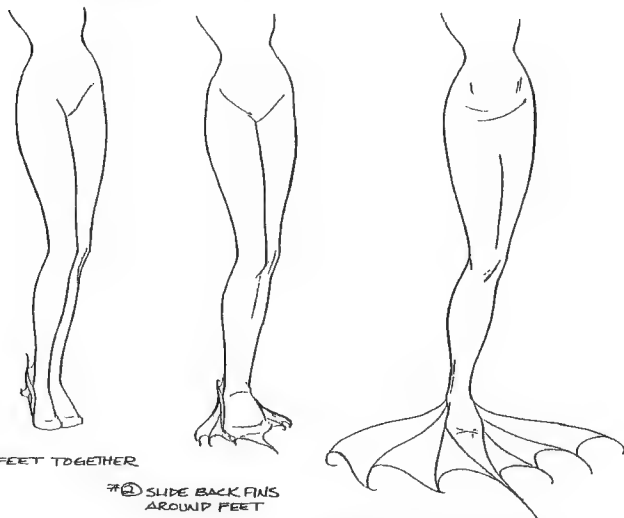
DELETED SCENES

In an altered scene, the episode opened with Mermista summoning the fish of Etheria while sitting on a clam-like throne.

A scene removed from the episode had a Horde Trooper, having been drenched with water, remove his head and have a fish leap out.

MERMISTA

TO CHANGE FROM LEGS INTO FISHTAIL:



#① PUT FEET TOGETHER

#② SLIDE BACK FINS AROUND FEET

#③ ANIMATE OUT TO FULL FINAL FORM OF TAIL

TRIVIA

- Mermista was designed by character artists Dale Hendrickson and Diane Keener.
- The script for this episode reveals Mermista's bubbling home to be an underwater volcano.
- King Mercia is voiced by George Dicenzo.
- This episode shows that all Mer-Folk speak with a French accent, explaining Mermista's unique accent throughout the series.
- Mermista is the only one of the Mer-Folk to transform her legs into a tail in this episode.



BONUS

HORDAK ATTACK: Hordak transforms his left arm into a rocket launcher containing a tracking device, which lands on the baby whale.



THE TIME TRANSFORMER

CAST

Adora, Arrow, Bow, Broom, Catra, Entrapta, Grizzlor, Hordak, Imp, Kowl, Leech, Madame Razz, Professor Tempus, She-Ra, Spirit, Swift Wind



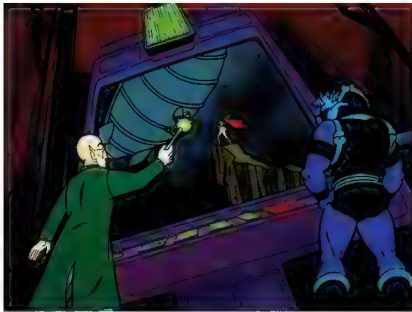
MEMORABLE QUOTES

"I've warned you before about teasing Imp. Now leave him alone!"

[Hordak always takes Imp's side]

"I don't need to be reminded of what She-Ra did!" *[Hordak fails to understand the purpose of the Time Transformer]*

"It's as if history were being changed!" *[Adora's initial reaction is a rather accurate one]*



SYNOPSIS While the Rebels celebrate the time She-Ra defended Valley View Castle from Hordak's Doom Balloon, the evil scientist Professor Tempus unveils his latest invention to Hordak: the Time Transformer. He explains that the machine will allow them to return to pivotal past battles with the Rebels and change their outcomes to favor the Horde. Professor Tempus talks about the Doom Balloon being destroyed by She-Ra and adds a second cannon to the ship in order to overpower the Princess of Power. Claiming to have changed history, Hordak contacts Valley View Castle, which he learns is now in the grip of the Horde.

Madame Razz flies frantically to the Whispering Woods with the news that Horde Troopers appeared out of nowhere in the castle at Valley View. Adora thinks this is impossible, explaining that Hordak would need to change the past to make the kingdom a Horde base.

Adora and Bow travel to the Fright Zone to investigate. They evade the capture of Horde Troopers until they are surrounded and can go no further. As they are presented to Hordak, he demonstrates the Time Transformer

to the horrified Rebels, reminding them of the time She-Ra moved the moon to destroy his Eclipse Beam and thus made Bright Moon safe from the Horde. While Hordak sketches a meteor storm to impair She-Ra's progress in the past, Adora and Bow escape the Fright Zone in the present. Bow goes to warn Queen Angella of the threat while Adora changes into She-Ra. She takes on Hordak and fools him into destroying the Time Transformer, but according to Professor Tempus it is too late, as the new past is about to catch up to them.

Breaking through the Fright Zone walls, She-Ra lands on Swift Wind and asks him to do the most challenging thing she has ever asked of him: circle the planet of Etheria, backward, and reverse time. When he succeeds, they soon spot the incoming meteor storm put in place by Hordak's Time Transformer. She-Ra expertly bats the meteors out of the way, shattering them to pieces and making Bright Moon safe once again.

At the Whispering Woods, Adora, Bow, and Madame Razz celebrate the victory, noting that any other result would have been a perilous misfortune for the Rebellion.

MORAL LOO-KEE. "Hi, it's Loo-Kee again. Did you find where I was hiding today? If not, take another look! See me? Here I am! In today's story, Madame Razz told a villager that if he worked hard, was honest, and treated others kindly, he would have a happy life! That's a good fortune . . . and it's one we can all have. Remember . . . work hard, be honest, and treat others kindly. See you soon!"

REVIEW Time travel is always a risky business. But this implausible episode doesn't travel; it just plays clips from previous episodes, which Professor Tempus casually alters, and gives no explanation as to how the seemingly magical machine defies the laws of physics. It's too convenient and comes across as lazy writing. Maybe we're asking too much—*She-Ra* is a fantasy show, after all. But even so, the flashback scenes are factually incorrect: Valley View Castle was actually the Whispering Woods, and Hordak's Eclipse Beam was actually Catra's. And as for She-Ra riding Swift Wind backward around Etheria at top speed to go back in time, surely it has to go down as the most ridiculous moment of the series. This episode makes us wish we could go back in time to prevent it from ever being written, but alas—we'd need a Time Transformer for that. **1/10**



SAME/AS

Valley View Castle was previously used as Blackmoor Castle in "The Red Knight."

This episode features heavy use of footage from the episodes "The Stone in the Sword" and "Bow's Farewell."

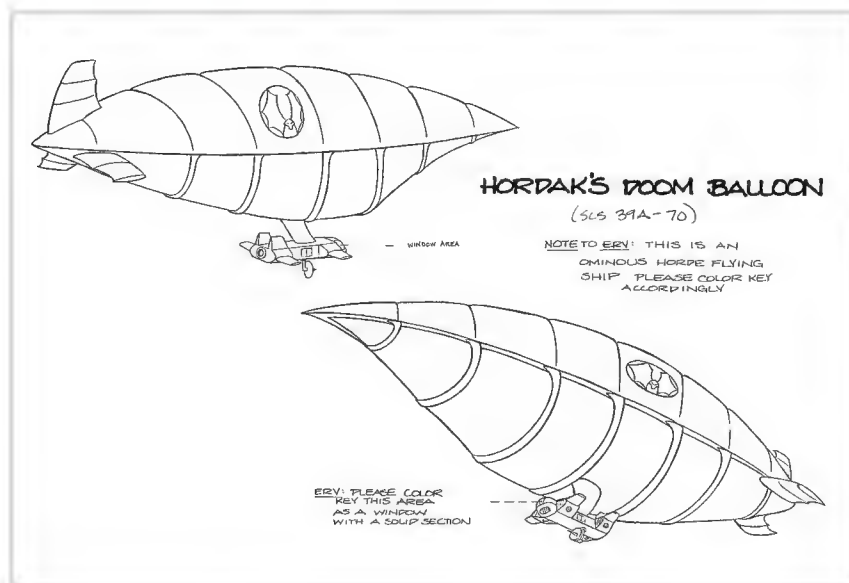
The animation of Adora landing behind Bow and striking her transformation sequence pose was previously used in "A Loss for Words."



DELETED SCENES

A scene removed from the start of the episode has Madame Razz read a villager's palm and tell him that if he treats others with respect, he will have a good fortune. This explains the odd moral at the end of the episode.

In the original script, Bow and Adora visit Peekablue for help; her "vision sight" determines Hordak is the cause of the strange occurrences.



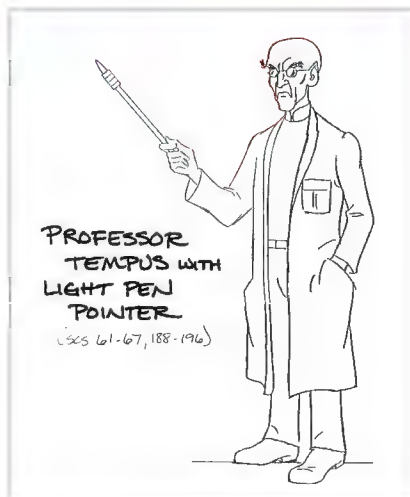
TRIVIA

- Imp somehow manages to squeeze himself into Hordak's collar when Catra threatens him.
- Leech was designed by artist Fred Carrillo, based on many different concepts provided by the character design department.
- This episode features one of two nonspeaking cameos for Entrapta. The other occurs in "Portrait of Doom."
- The content in this episode contradicts "The Stone in the Sword"; it says that She-Ra saved Valley View Castle from Hordak's Doom Balloon, when she in fact saved the Whispering Woods.
- Hordak mistakenly refers to the Time Transformer as the "Time Transporter" toward the end of the episode.



BONUS SWORD TO EVERYTHING: She-Ra transforms the Sword of Protection into a large bat and spins furiously, destroying a meteor storm created by the Time Transformer.

BONUS HORDAK ATTACK: Hordak transforms his right arm into a cannon that fires out a Freeze Ray. Moments later, the same cannon is shown to also project fire.



ABOVE IT ALL

CAST Adora, Argos, Arrow, Bow, Broom, Glimmer, Hordak, Kowl, Madame Razz, Shadow Weaver, She-Ra, Spirit, Swift Wind, Vultak

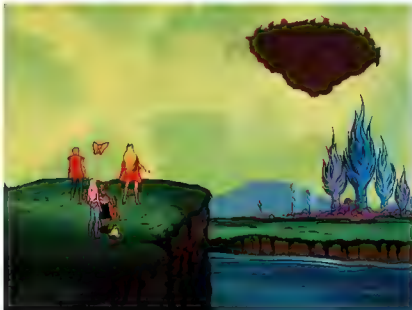


MEMORABLE QUOTES

"Being afraid of the dark only means you have a good imagination. And if you have a good imagination, you can imagine good things." [Bow enlightens his audience]

"I hit the exact tree I aimed for!" [Madame Razz defends herself against Adora's criticism of her landing]

"Is it possible that you are a being like us and can feel sorrow and love?" [Argos is surprised when the Princess of Power sheds a tear]



Bow impersonates one of the many animals he has encountered in his adventures.



SYNOPSIS Signs of the Horde have been discovered at a small village, and the Rebels have been called to investigate. With the main Rebel leaders all together, Shadow Weaver uses her magic to open the mystical Cave of Winds, which blows powerful gales toward the village, impairing the Rebels and the villagers. As the Horde Troopers move in, Adora changes into She-Ra in the hope of pushing the Horde back.

The Rebels take cover in the village town hall while She-Ra goes to alert Queen Angella, thinking her magic will be more than a match for the Cave of Winds. As Shadow Weaver increases the power of the cave, more wind is blasted out, and She-Ra is forced to climb higher and higher above the gusts to make it easier on Swift Wind. They are suddenly attacked by strange, plant-like creatures that trap them with nearly unbreakable vine lassos. Try as they might, She-Ra and Swift Wind are imprisoned and are unable to get free from the creatures' floating island home.

Back at the village, Horde Troopers break down the walls, forcing Glimmer and Madame Razz to combine their magic to keep the Horde at bay.

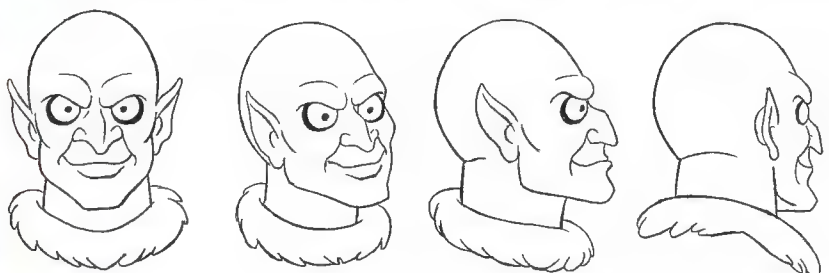
Seemingly powerless to help them, She-Ra cries for her friends who, she speculates, may have already been defeated by the Horde. The leader of the plant creatures—the Skylanders—identifies with her sorrow and speaks with She-Ra, who explains that she is trying to help her friends put an end to the Horde's rule. The Skylander leader, Argos, tells her that they did not mean any harm and only wanted to use Swift Wind to pull the rotten, dying Skyland to a new one nearby, so that they can set up a new home before they plummet to the ground and perish.

Sensing an opportunity, She-Ra agrees to help and has Swift Wind tug the Skylanders to safety on a blossoming new floating island. Once there, she waves them goodbye and takes the barren Skyland with her, using it as a stopper to plug the Cave of Winds.

With one threat dealt with, She-Ra returns to the village and uses the magical vines from the Skyland to snare the Horde Troopers and Shadow Weaver. The Horde's evil witch retreats, leaving the Rebels with the simple task of disposing of Horde Trooper trash.

MORAL LOO-KEE. "Hi! It's me again, Loo-Kee. Did you find where I was hiding today? If not, try again. Can you see me? Here I am! Take a look at these two flowers. You see that they look different, but they're both beautiful. People are like that, too. If you meet someone who looks different from you, remember, that person is beautiful too. Just like you. See you soon! Bye now!"

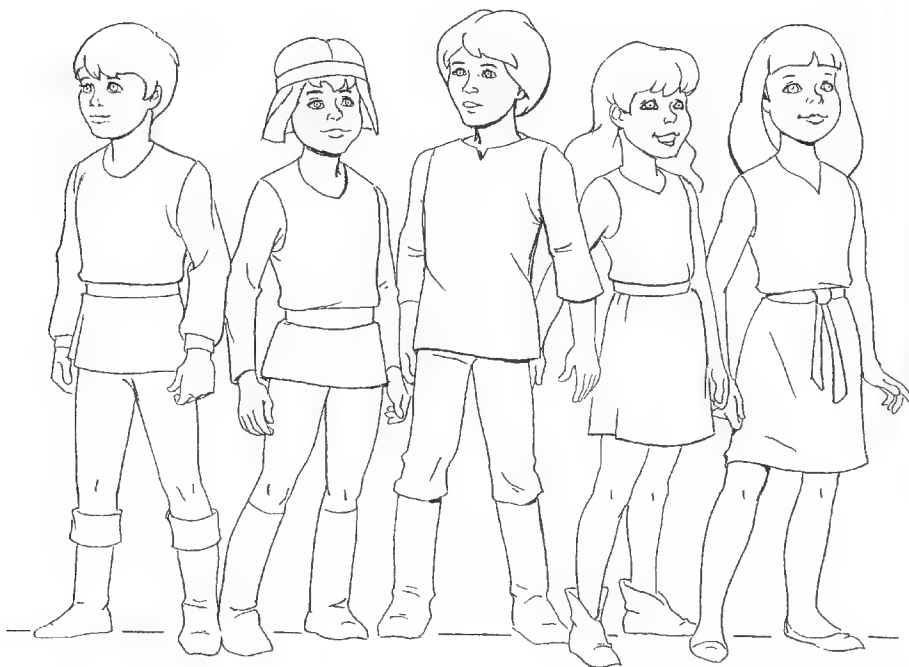
REVIEW Given their vantage point in the sky, the Skylanders' assumption that everyone below them is uncaring is a good representation of their reclusive nature. It also makes the fight scene below more relevant and She-Ra's desperation to help her friends more fitting to their story. A race of withered tree people and a cave that spouts massive gales are a curious combination, and it seems a bit of a plot hole that the Horde are unaffected by the winds: the Rebels are blown all over the place while Shadow Weaver's robes are static. By season 1's standards, this episode would've been fairly average, but in season 2, it becomes a nice departure from the bland storytelling and silly action scenes that become all too common. **6/10**



SAME/AS

The animation of Swift Wind pulling the floating island was previously used in "Bow's Farewell" to show Swift Wind pulling the moon.

When She-Ra and Swift Wind break into the building, the animation of them bursting in was previously used in "For Want of a Horse."



DELETED SCENES

The script reveals that the children at the start of the episode are Cory, Brian, and Ariane from "Book Burning."

In the original script, Vultak joins Shadow Weaver toward the end of the episode as she battles the helpless Rebels.



TRIVIA

- This is Barbara Hambly's first script of the series. However, she already had a connection to the show. Before launching the Princess of Power toy line, Mattel bought the rights to her *Ladies of Mandrigyn* novel in order to prevent rival toy companies from creating action figures of one of its characters, Sheera.

- The script for this episode took nearly seven months to complete.

- Swift Wind is present at the start of the episode, even though Adora has not yet transformed into She-Ra.

- This episode features a brief cameo appearance from Vultak, who originally appeared in "Zoo Story."



DAY OF THE FLOWERS

CAST

Adora, Bow, Broom, Frosta, Glimmer, He-Man, Hordak, Madame Razz, Monstroids, Orko, Prince Adam, She-Ra, Sludgeman, Snout Spout



MEMORABLE QUOTES

"You want the most powerful machines in the universe to destroy flowers?" [The Monstroid leader questions Hordak's command]

"I think I've found almost everything I ever lost..." [Orko attempts to find the Swords of Power and Protection]

"Madame Razz. You and Broom are now officially the Etherian Air Force." [Adora promotes her allies as they prepare the ice donuts]

"One day Etheria will be free." [Adora ends a beautiful speech]



SYNOPSIS After She-Ra and He-Man free prisoners from the Nucleon Mines, Hordak makes an alliance with the notorious Monstroids to capture the Rebels.

On Flower Mountain, Adora and Prince Adam mark the Day of the Flowers, an occasion to celebrate the beauty of Etheria and the spirit of the people of Flower Mountain. Snout Spout has tagged along too—along with Orko, who accidentally makes the Swords of Power and Protection disappear while practicing his magic. A villager warns the Rebels of the approaching Monstroids, so Adora and Prince Adam try to change into She-Ra and He-Man, but find they cannot do so without their swords. When the Monstroids emerge from beneath the ground a short distance away, they are forced to take other measures.

As Hordak watches from the Fright Zone, Adora forges a plan to protect Flower Mountain. She notes that they can stall the Monstroids' engines if they cool them down, so Snout Spout blows water rings into the air, which Frosta freezes to create ice donuts. Madame Razz and Broom throw the donuts into the Monstroids' mechanics.

After the success of the first lot of freezing donuts, Hordak gets wise to the Rebels'

icy assault and orders the Monstroids to use heat rays to melt their artillery. Orko continues to search for Adora's and Prince Adam's swords but is unsuccessful. Instead, for the time being, Orko increases the size of the donuts to fifteen feet, allowing the Rebels to push the oversized ice rings down the hill to wipe out the Monstroids.

As the robots are slowly defeated, Hordak orders them to regroup. Orko remembers the spell he cast to make the twins' swords disappear, and as such, he is now able to make them reappear, allowing Adora and Prince Adam to at last transform into She-Ra and He-Man. With the Monstroids fast approaching the summit of Flower Mountain, Frosta freezes a lake, which She-Ra and He-Man pick up together and throw at the oncoming machines, destroying them with a single blow.

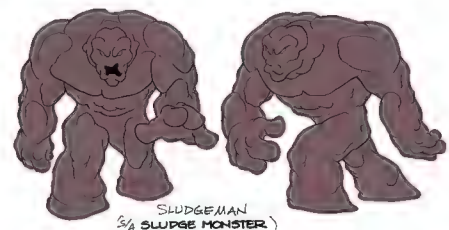
Adora and Prince Adam suggest a symbol of hope for the Great Rebellion: a humble flower growing in a rock. Like the flower, which found a way to grow in the rock, the Rebellion will some day find a way to overcome the Horde.

MORAL LOO-KEE. "Hi! Did you find my hiding place today? Want another chance? Okay. Do you see me? Here I am! Today Orko helped defeat the giant Monstroids. He showed them that you don't have to be big to do big things. But what you have to do is believe in yourself. Because when you believe in yourself, you can do anything. Bye now!"

REVIEW Sadly, the first crossover of season 2 suggests that most of the new freelance writers didn't actually know what they were doing. Not only do we never learn why the Monstroids have allied themselves with Hordak; we also hear nothing of what they will get in return. Additionally, it takes the robots an entire episode to march across a field of flowers, and yet they are meant to be the most powerful machines in the universe. The whole shebang lowers the stakes and reduces the drama completely. And why the twins would leave their swords lying around on a table is anyone's guess; thus when they disappear, we're left rolling our eyes. And when Orko finally remembers his spell, it's simply a case of good timing. And let's not even talk about the constant use of ice donuts. This episode is poorly cooked mush. **3/10**



The most powerful man in the universe once more prepares to lift a large chunk of ice—a feat he also performed in his own series.



SAME/AS

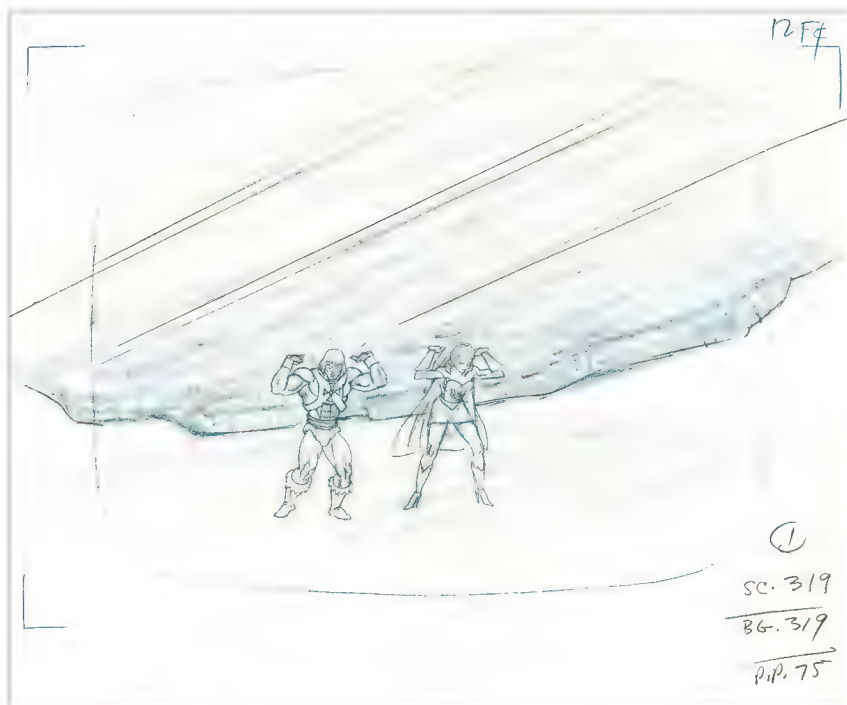
The sequence of She-Ra and He-Man lifting the water tower previously appeared in "The Price of Freedom."

The sequence in which Bow and Glimmer steal a Horde vehicle previously appeared in "The Peril of Whispering Woods."

Ore Captain Sludgeman's design is a reuse of the Sludge Monsters from the *He-Man* episode "Search for the Past."

The design of the woman who frets upon hearing of the Monstroids was previously used as the character Emma in the *He-Man* episode "Monster on the Mountain."

The sequence of She-Ra and He-Man lifting the frozen lake and throwing it uses the same animation seen in "He Ain't Heavy."

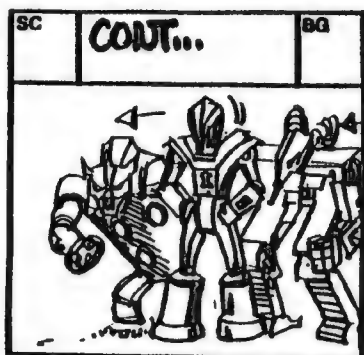
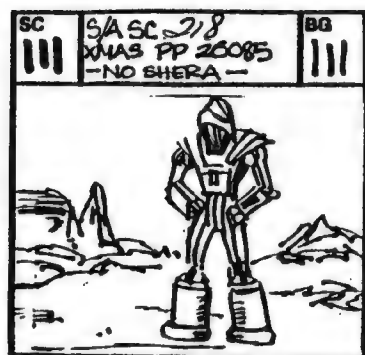


DELETED SCENES

A piece of removed dialogue implies that Hordak's command for the Monstroids to destroy the flowers was a joke. He says, "That's the trouble with robots. They have no sense of humor."

Originally, Hordak watched over the battle on Flower Mountain from his Command Copter.

In the script, the scene with Orko enlarging the ice donuts goes on for much longer, to the point that Orko becomes so confident in his magical abilities that he decides to make them multicolored.



THEY JOIN MONSTROID #1 WHO TOWERS

POV - ADAM AND ADORA

The huge robots are tramping the flowers.

TRIVIA

• Captain Sludgeman is voiced by John Erwin in one of his few guest roles in the *She-Ra* series.

• Adora states that Prince Adam and Snout Spout have journeyed from Eternia. However, it had already been established that Snout Spout lived on Etheria.

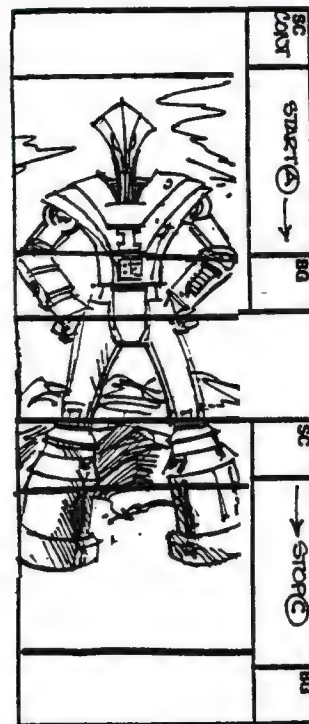
• Snout Spout was designed by character artists Larry Eikelberry and Herb Hazelton.

• The voice of the Monstroid leader is vastly different than it was in *A Christmas Special*.

• Though it seemed most were destroyed in *A Christmas Special*, six out of the nine Monstroids return in this episode.

• Oddly, even though they already have them unsheathed, as Adora and Prince Adam hold their swords aloft, the stock sound of them unsheathing the swords can be heard.

• This episode was released on VHS in Finland along with the episode "Above It All."



Left: The Monstroids, who appeared in "A Christmas Special," return to torment the Rebels.



BRIGIS

CAST Adora, Arrow, Bow, Broom, Catra, Grizzlor, Hordak, Imp, Jarine, Kowl, Madame Razz, Mantenna, Shadow Weaver, She-Ra, Spirit, Swift Wind



MEMORABLE QUOTES

"Hello, little girl. What are you doing?" [Mantenna is at his creepiest as he prepares to abduct Jarine]

"Boil, bubble, snap, and crack, what of Hordak's next attack?" [Shadow Weaver performs a unique spell]

"Sorry about the redecorating. But I do like the open-air look." [She-Ra quips shortly after removing a cell door and placing it atop a Horde Trooper]



SYNOPSIS Shadow Weaver tells Hordak the story of Brigis, a magical village which appears for one day every five hundred years. Legend has it that a powerful and good witch entrusted her magical box to the people of the village, in exchange for continued happiness, health, and eternal life. Nobody must ever leave the village, or the spell will be broken. Upon learning this, Hordak demands that his henchmen capture someone from the village so he can get his hands on the magic.

While the Rebels relax, Grizzlor and Mantenna attempt to abduct a young girl called Jarine from Brigis. Jarine puts up a good fight and escapes to find help from Adora. While Bow keeps the Horde at bay, Adora takes Jarine to safety and changes into She-Ra. The Princess of Power defeats the Hordesmen, forcing Shadow Weaver to rage over their bungling and teleport to Jarine's side to kidnap the girl herself.

After Madame Razz explains the legend of Brigis to Adora and Bow, they take Jarine's flower basket to the village in search of her.

The villagers explain that Jarine must be found or the magic spell protecting them will be broken. As Hordak moves in, Bow takes the villagers to safety, and Adora transforms into She-Ra once again. She-Ra deters the Horde, but Hordak promises to return to capture his prize.

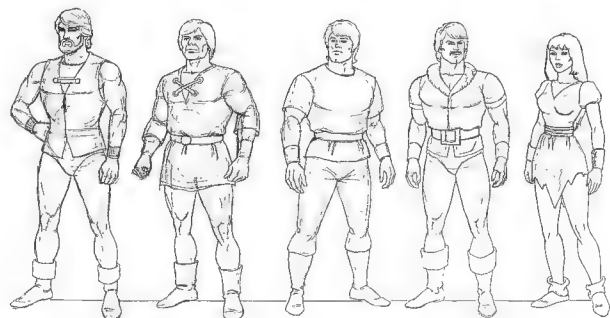
She-Ra travels to Horror Hall in search of the kidnapped Jarine. She negotiates bubbling lava pools and guarding Horde Troopers to rescue the girl before heading back to Brigis minutes before their time runs out.

With the villagers back in Brigis preparing to disappear from sight for another five hundred years, Hordak launches a final attempt to get the witch's magical box. She-Ra holds the Horde back, causing an earthquake, but they burst a damn to try to flood the villagers out. She-Ra plunges into the ground, creating a drain for the water to wash away, and ultimately foils Hordak's plan.

Jarine tells She-Ra that she has learned the importance of obeying rules, even when it is difficult, and the villagers wave goodbye to the Rebels as Brigis fades away again.

MORAL LOO-KEE. "Hi! It's me again—your old friend Loo-Kee. Did you find where I was hiding today? If not... take another look. Here I am! You know, in today's story, little Jarine put her village in great danger when she broke the rules. You can be in great danger from breaking rules, too. Have you ever tried to cross the street against the stoplight? That's breaking a rule. Sometimes rules aren't that clear, but there's a very good reason for having them. Bye now. See you next time!"

REVIEW Coslough Johnson's poor script gives Hordak no valid motivation for wanting to capture the witch's box. Other than it being magical, we're left wondering what the point of it is. We're told something terrible will happen if Jarine is not returned to the village, but apart from Brigis being snatched from its timeless haven, nobody seems sure what that actually means. There's no defined threat to anybody else, so the Rebels helping out just seems like a random good deed for the day. While Jarine initially stands out as an unusually feisty child, she becomes your average generic little girl and an excuse for Adora to transform into She-Ra an unnecessary three times to rescue her. With an unsteady plot line, lifeless characters, and comically silly action scenes, it may have been better if all traces of this episode had disappeared with the village. 1/10

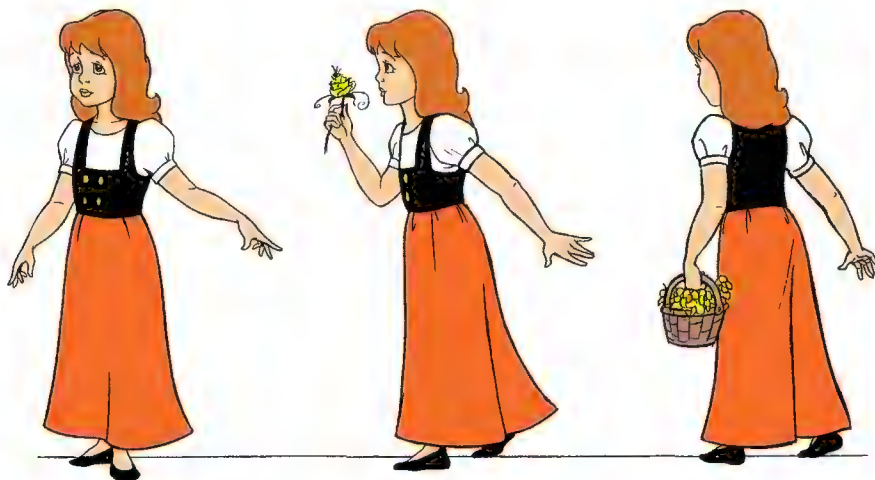


SAME/AS

The close-up of Adora riding Spirit with her hair blowing in the wind was previously used in "King Miro's Journey."

The shot of She-Ra bringing the Sword of Protection down over her head directly at the screen was used in "Huntara."

The animation of She-Ra spinning the log around with the two Horde Troopers in it was used in "Gateway to Trouble."

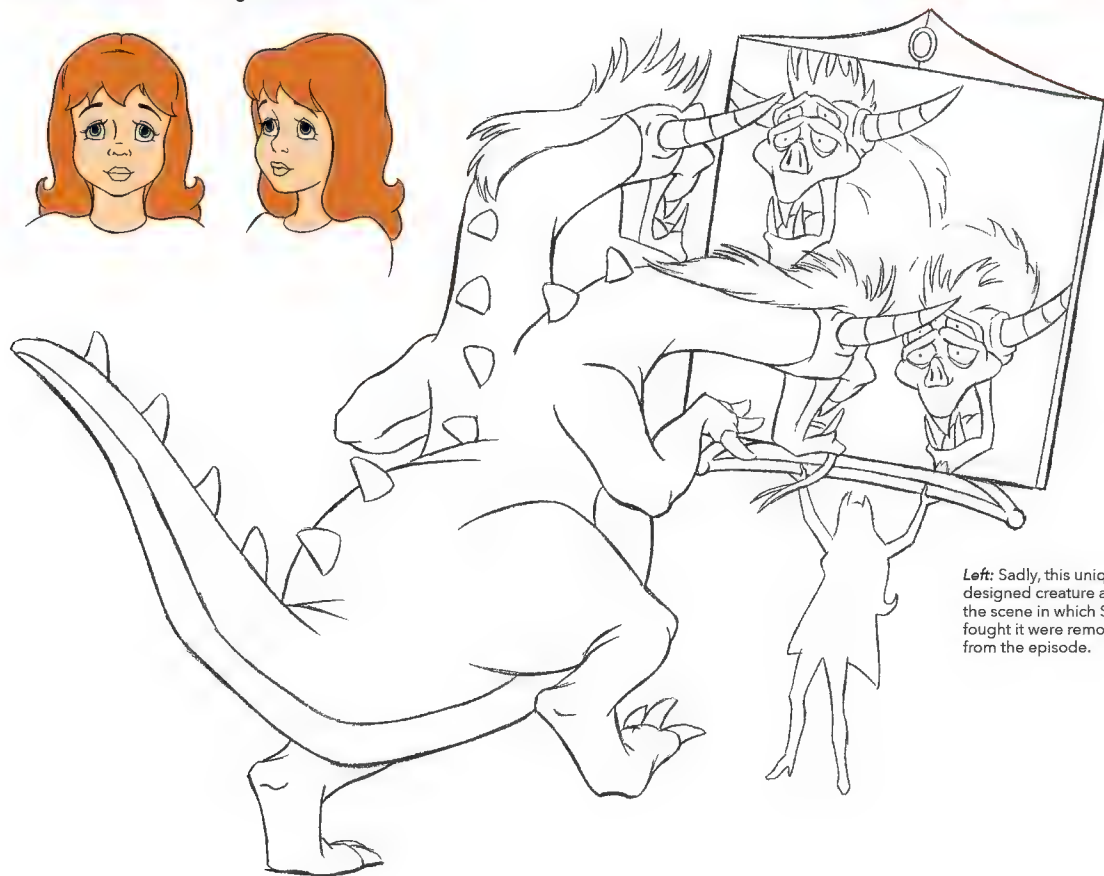


DELETED SCENES

Act 1 originally ended with Hordak threatening the village of Brigis, rather than the Rebels turning up and wondering where the villagers are.

To defeat it, she transforms the Sword of Protection into a mirror and shows the beast its ugliness. It subsequently flees in fear.

In a scene removed for time, She-Ra is confronted by a two-headed, fire-breathing monster at Horror Hall.



Left: Sadly, this uniquely designed creature and the scene in which She-Ra fought it were removed from the episode.

TRIVIA

• This episode is loosely based on the hit Broadway musical *Brigadoon*.

• Grizzlor was designed by artist Charles Zembillas, based on many different concepts provided by the character design department.

• Shadow Weaver bizarrely uses her cauldron to predict a victory for the Horde.

• This episode has two interesting variations on the transformation sequence. In one scene, Adora runs out of the shot, a large yellow flash is visible from the right-hand side of the screen, and then She-Ra runs back into the shot. In the following transformation, when the power of Grayskull begins to explode from the sword, the screen slowly fades to a bright white flash, transitioning to the next scene.

• Although he appears in the episode, Imp does not have a speaking role.



BONUS HORDAK ATTACK: On his way to Brigis it is shown that Hordak has taken the form of a Destructo Tank, which is amusing, as Destructo Tanks bear his likeness.



THE CAREGIVER

CAST Bow, Broom, Catra, Glimmer, Grizzlor, Hordak, Madame Razz, Mantenna, Shadow Weaver, Shakra, She-Ra, Spirit, Swift Wind



MEMORABLE QUOTES

"No one understands the real me—they all think I'm mean and cruel."

[Hordak misleads Shakra, and, surprisingly, she believes him]

"Shakra was all the mother I had until my brother Adam found me." *[Adora references her life in the Evil Horde]*

"I'll trust you—because I have to—and because I want to." *[She-Ra assures Shakra that she is very much on her side]*



SYNOPSIS Adora's former nanny, Shakra, leaves the Horde after many years of service, but Hordak secretly knows of her hidden intention to join the Great Rebellion. He gives her a parting gift: a pendant, which also acts as a magical spy device to allow him to watch her every move as she joins the side of his enemies.

Shakra enjoys an emotional reunion with Adora in the Whispering Woods, but the other Rebels respond more hesitantly. Assuring them that they can trust Shakra, Adora reveals to her former caregiver that they are to stage an ambush on a Horde patrol.

At a clearing, the Rebels attack the Horde and deactivate the Horde Troopers with Circuit Confusers, but they soon discover that a trap has been set for them when Catra, Grizzlor, and Mantenna launch an ambush of their own. With her friends surrounded, Madame Razz rescues Adora, who changes into She-Ra and attempts to save the others. When Bow and Glimmer are captured, Hordak cryptically thanks Shakra for her aid, causing Madame Razz to accuse her of being a spy. Shakra denies the charge and pledges to help them rescue the kidnapped Rebels to prove herself.

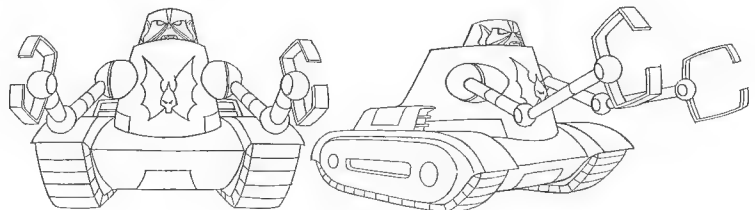
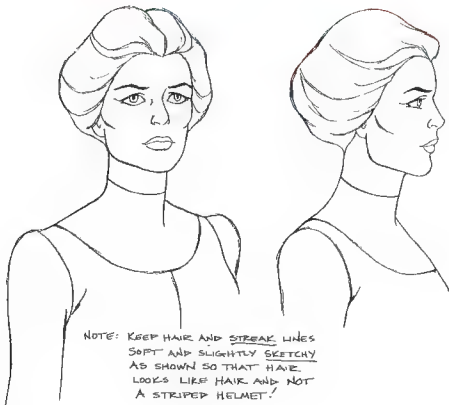
With Bow imprisoned and Shadow Weaver extracting Glimmer's light powers with her wand, Shakra guides She-Ra and Madame Razz through a secret entrance to the Fright Zone. Hordak continues to spy on them via the pendant and releases a tidal wave of water in their direction. They escape in the nick of time. Madame Razz's mistrust grows, but then She-Ra discovers that Hordak is watching their every move through the pendant.

Hordak intercepts the Rebels, but his attempts to capture them are foiled, and the Rebels proceed to Shadow Weaver's chambers. There, Bow kicks Weaver's wand to the ground, smashing it to pieces and returning Glimmer's powers. While Glimmer's dazzling light blinds Shadow Weaver, Hordak returns to capture the Rebels, but She-Ra deflects his laser beam with her sword to cause an avalanche that traps him.

The Rebels escape the Fright Zone and head back to the Whispering Woods, where they welcome Shakra as the newest member of the Rebellion.

MORAL LOO-KEE. "Hi, everybody. It's your friend Loo-Kee again. Did you find where I was hiding today? If not, here's another chance. See me now? Here I am! In today's story, Madame Razz had a hard time trusting Shakra, just because she was different. She finally learned not to judge a person too quickly. Remember that the next time you meet someone who is new or different from you. Give them a chance—they could turn out to be your loyal and trusted friend."

REVIEW While it's nice to delve into Adora's past again, this episode doesn't really give us enough of what we want. The plot to use Shakra to spy on the Rebels is a good idea, but her scenes with Adora are so few and far between that she simply becomes another guest star. It's unclear why she is leaving the Horde—this vital piece of information would have added to her character and motivated the episode's direction. Having been told that Shadow Weaver was like a mother to Adora, we're left wondering where Shakra fits into the already established history. For an episode to hint at facts from our central protagonist's past and not deliver seems like a crime against her name. Good direction and some nice new animation sequences aren't enough to hide the potential missed by this episode. **5/10**



SAME/AS

The close-up of Madame Razz's determined walk was originally used in "Beast Island."

The fight scene in this episode between Hordak and She-Ra was previously used in "A Loss for Words," although the initial sequence of Hordak spinning toward She-Ra is slightly different.

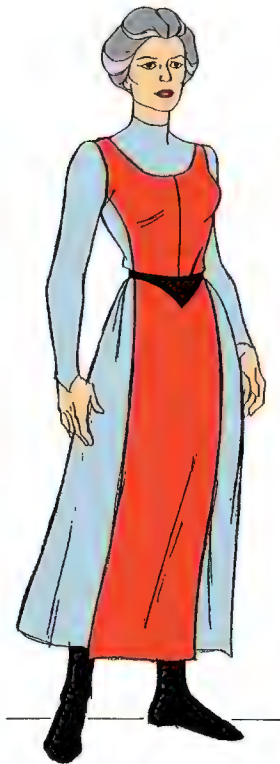
The stock footage of She-Ra from the "I am She-Ra" transformation sequence is used to show the Princess of Power blasting a hole in the wall of the Fright Zone.

The shot of Hordak walking up to the screen and firing a shot is the same as the animation used in the show's introduction sequence.

DELETED SCENES

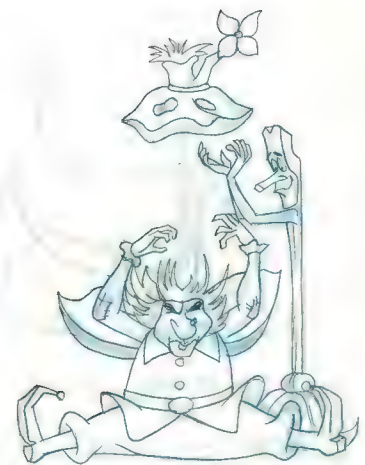
In the script She-Ra transforms the Sword of Protection into a torch to light the way through the passage in the Fright Zone.

In an altered scene, Glimmer reclaimed her light powers by grabbing Shadow Weaver's wand and pressing it against the crystal in the palm of her hand. Even at this point in the series some writers were still referring to the series bible, in which Glimmer had a crystal in the palm of her hand.



TRIVIA

- The script likens the Circuit Confusers used by Adora and Shakra to the Sonic Screwdriver used by the Doctor in *Doctor Who*.
- Glimmer accuses Shakra of wearing a Horde costume, and yet her dress sports no Horde logo.
- When Broom helps Madame Razz remove her hat, we briefly see her face.
- Shakra was designed by character artist Diane Keener. Originally, the character model of Mara from *Blackstar* was going to be used.
- Shakra is voiced by Melendy Britt.
- When Hordak surprises She-Ra and Shakra in the Fright Zone, we hear Shakra exclaim, "Hordak!" but it is She-Ra's lips that move.



Left: In one unique animation frame, we finally see what Madame Razz looks like under her hat!



WHEN WHISPERING WOODS LAST BLOOMED

CAST Adora, Bow, Broom, Catra, Grizzlor, Hordak, Imp, Kowl, Light Hope, Madame Razz, Mantenna, Netossa, Shadow Weaver, She-Ra, Spinnerella, Spirit, Swift Wind

SYNOPSIS On the anniversary of their joining the Rebellion, Netossa and Spinnerella reminisce about how they first came to the Whispering Woods.

After watching a battle between the Horde and the Rebellion, Netossa and Spinnerella went to an inn in the village of Thaymor for some food. Shadow Weaver sensed that Spinnerella was in the village and told Hordak of her unique power: that she could spin fast enough to create a whirlwind strong enough to blow down a forest. He ordered Shadow Weaver to bring Spinnerella to him, and she had an idea for the perfect bait.

At Thaymor, Shadow Weaver disguised herself as a villager and captured Netossa while she was out of Spinnerella's sight. As Spinnerella looked for her friend, Shadow Weaver told her that the Rebels had taken Netossa prisoner but she knew of someone who could help get her back.

While Netossa was actually locked up in a dungeon at the Fright Zone, Hordak offered Spinnerella his assistance in reclaiming her from the Rebels. She agreed, suggesting that her spinning dance could blow the

Whispering Woods aside, preventing them from blocking the Horde's path. With Spinnerella fooled, the Horde set off to blow down the forest and, ultimately, conquer the Great Rebellion once and for all.

The Rebels were startled when great winds began pushing the trees of their beloved forest aside. Identifying the source of the winds, Adora and Bow also spotted Hordak approaching. When Spinnerella refused to believe that the Rebels were not holding her friend prisoner, Adora transformed into She-Ra and summoned Light Hope for answers. Learning of Netossa's location from Light Hope, She-Ra quickly made her way to the Fright Zone.

She-Ra returned with Netossa, who explained that Hordak lied to her so he could capture the Rebels. With that, a scornful Spinnerella turned her spinning dance on the Horde, prompting them to retreat with great haste. Spinnerella studied the effects of her whirlwind and spun in the other direction to restore the trees to their natural state.

As they finish their story, both Netossa and Spinnerella celebrate the Great Rebellion.

MORAL LOO-KEE. "Hi, friends. It's Loo-Kee again. Did you see where I was hiding today? If not, here's another chance. See me? Here I am! In today's show, the Whispering Woods were almost blown down by Spinnerella's whirlwind. But She-Ra persuaded Spinnerella to put the trees back in place. You know, trees, plants, and flowers make our world a beautiful and healthy place in which to live. So we should enjoy them, as well as protect them. That's all for now. See you soon!"

REVIEW This episode memorably stands out for introducing the glamorous Spinnerella and Netossa and testing the depths of their friendship. While telling the story in flashback is pointless and wastes valuable time, Hordak's plot is simple but effective and forces the Rebel camp into an unnerving state of chaos. Netossa's subsequent rage at being captured is well juxtaposed with Spinnerella's soft but firm tone with the Rebels, characterizing them soundly as different personalities. Their loyalty to one another is genuine and heartfelt. Though not as powerful as Spinnerella's whirlwind, this episode is still stronger than the light breeze of many season 2 episodes. **7/10**

MEMORABLE QUOTES

"But meanwhile there wasn't any dancing going on in the Fright Zone." [Spinnerella's narration of her own story leaves a lot to be desired]

"For the last time, you walking vacuum cleaners! Let me out of here or else!" [Netossa insults the Horde Troopers]

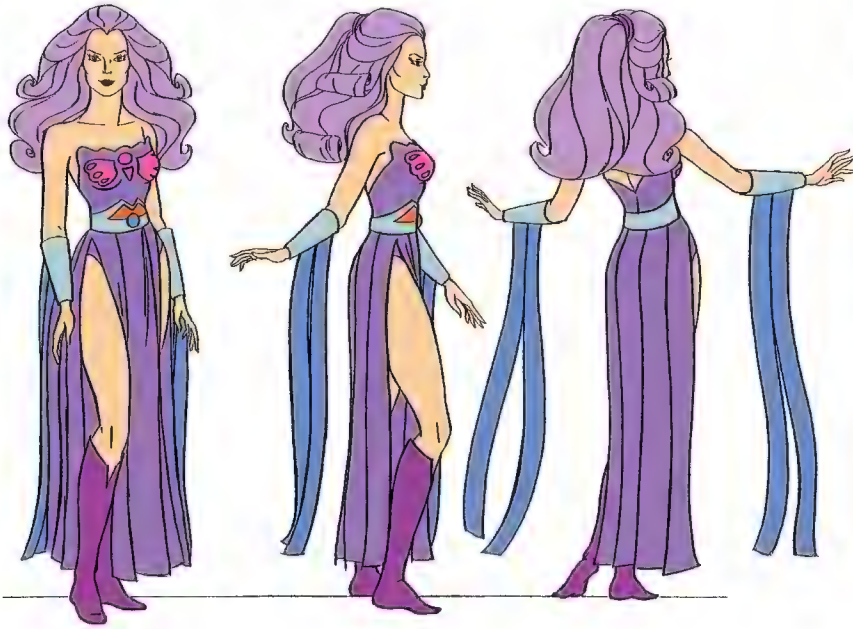
"This is unbelievable. We just came here for a vacation!" [Netossa explains the absurdity of their situation]



SAME/AS

The band that plays in the Laughing Swan Inn previously appeared in "The Price of Power."

Shadow Weaver disguises herself as an old woman; the same character design was used for Castaspella in "Enchanted Castle."



The Chibbit that Madame Razz and Broom rescue was previously used in "The Reluctant Wizard," where it was known as a Squabbit.

TRIVIA

• The episode, much like "The Peril of Whispering Woods," takes place during harvest time on Etheria.

• This is the only episode of the series in which Catra would be dropped down Hordak's trapdoor.

• Both Netossa and Spinnerella were designed by character artist Dale Hendrickson.

• While this is Spinnerella's only appearance in the series, Netossa would go on to appear in "The Inspector," "Portrait of Doom," and "Assault On The Hive."

• Diane Pershing voices both Netossa and Spinnerella.



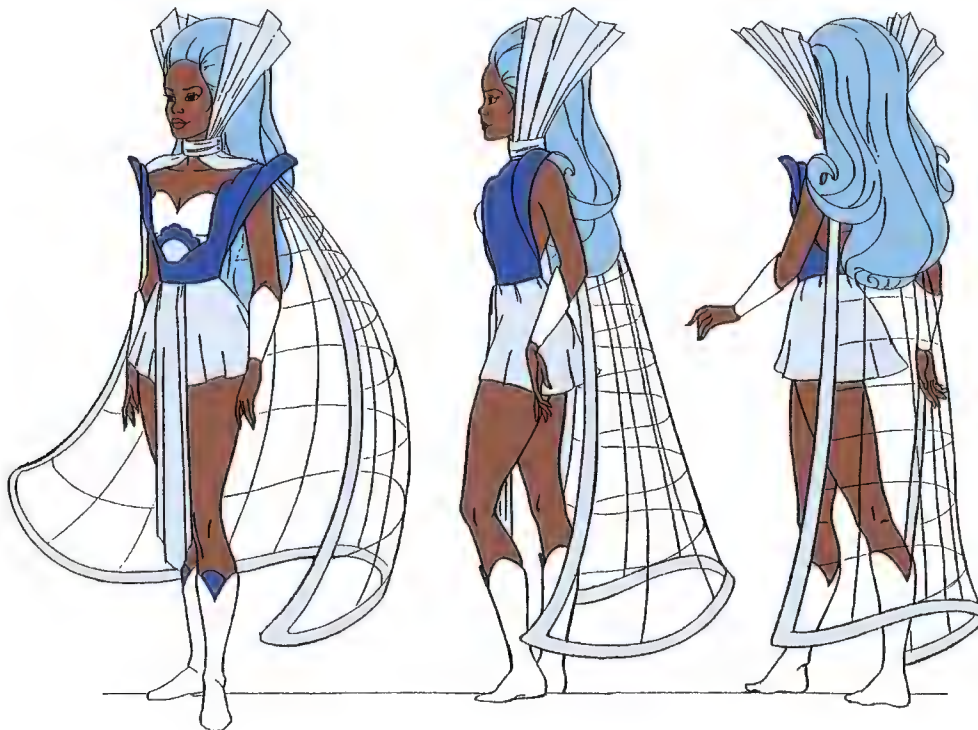
DELETED SCENES

A scene heavily cut for time had Netossa singing a song called "Spin into My Heart" while Spinnerella danced at the Laughing Swan Inn.

In the script, Light Hope appears to She-Ra as a magical rainbow aura around a bush in the Whispering Woods.



Netossa (left) and Spinnerella (above), two new characters for season 2, were both given unique character designs.



ROMEO AND GLIMMER

CAST Adora, Bow, Corporal Romeo, Entrapta, Glimmer, Hordak, Imp, Kowl, Queen Angella, She-Ra



MEMORABLE QUOTES

"For once, you're almost right, you little fink." [Entrapta has little time for Imp]

"It just goes to show—you can never trust a Hordesman—no matter how handsome they are—never!" [Glimmer struggles with her affection for Corporal Romeo]

"And you, Kowl, are said to be the fastest thing on two wings in all of Etheria." [Queen Angella pays Kowl a high compliment]



SYNOPSIS As the Horde march on Castle Bright Moon, Queen Angella and the Rebellion prepare for a mass attack. They take Horde Corporal Romeo prisoner, but he is injured, and Glimmer takes him to the medical room to treat him.

Meanwhile, Adora changes into She-Ra when she spots Hordak's new Trapper Tank approaching Bright Moon's protective force dome. The villainous tactician Entrapta fires the tank's suction pads at the dome, beginning to drain the power it uses to defend the castle. She-Ra takes on the Horde, expertly dodging blasts from the cannon before picking up the tank and hurling it back at the Fright Zone. It lands with a crash and falls to pieces.

Having been challenged by Glimmer over his alliance with the Horde, Corporal Romeo faces a dilemma: whether to side with the enemy who have just nursed him back to health or stay with the familiarity of the Horde, which he has always known. He ties a pile of towels together to make a line and hangs it out of the window, having made his decision. During his descent, he overhears

Queen Angella saying that the force dome is at 50 percent of its normal power, and so he heads to the Fright Zone to tell Hordak.

Upon realizing that Corporal Romeo has escaped, Glimmer feels humiliated and betrayed. She catches up to him and attempts to take him prisoner, but she is captured herself and taken to the Fright Zone.

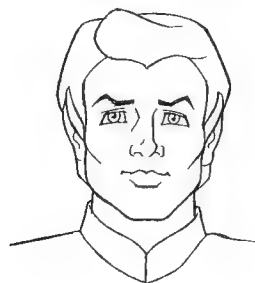
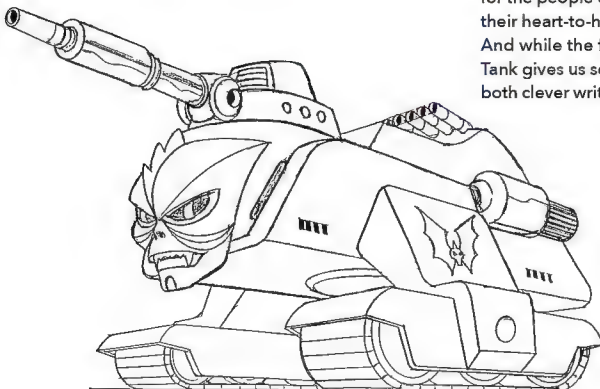
While Kowl tells the Rebels, Glimmer is presented to Hordak in his throne room. She is handled aggressively by a Horde Trooper, but when Corporal Romeo tries to defend her, Hordak orders that they both be thrown into a jail cell.

As Corporal Romeo realizes the error of his ways, She-Ra enters the Fright Zone and finds the dungeon where he and Glimmer are prisoners. She-Ra makes light work of the guarding Horde Troopers and yanks the prison door from its hinges, freeing Corporal Romeo and Glimmer and allowing them to return to the safety of Bright Moon.

Back at the castle, the Rebels welcome the newest recruit to their ranks, and Glimmer flirts outrageously with the handsome Corporal Romeo.

MORAL LOO-KEE. "Hi, friends. It's Loo-Kee again. Did you see where I was hiding today? If not, here's another chance. See me? Here I am! In today's show, Glimmer taught us something about friendship. She was a good friend to Romeo even when he thought he didn't need a friend. Do you have a friend who is sometimes hard to get along with? Well, don't give up . . . Keep trying . . . 'cause real friendship is the most valuable thing you can have."

REVIEW At times, this episode makes us wonder if we're watching the birth of the future queen of Bright Moon. While perhaps too trusting, Glimmer isn't the difficult teenager or defenseless princess she's depicted as in some episodes. Instead, she's responsible and conscientious and proves that her deep regard for the people of Etheria is more than a match for Romeo's blind loyalty to the Horde. He too is well molded; their heart-to-heart conversations at Bright Moon and later in the Fright Zone are highlights of the episode. And while the force dome idea ignores the fact that Bright Moon is bigger than just its castle, the Trapper Tank gives us some brilliant sparring scenes between Entrapta and Imp, who both benefit enormously from both clever writing and well-timed directing. Quite possibly Don Heckman's best episode of the series. **7/10**



SAME/AS

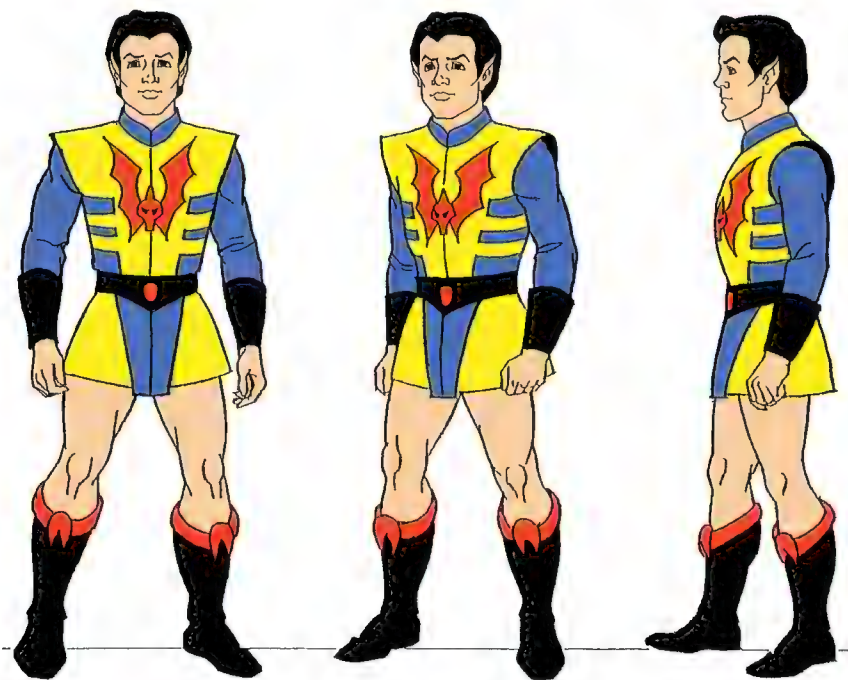
Entrapta lying slumped over Hordak is based on a similar sequence from "Treasure of the First Ones" in which Octavia is slumped over Hordak.

The animation of She-Ra stomping on the two Horde Troopers was previously used in "The Wizard."

The sequence of She-Ra entering the Fright Zone and evading the Horde Troopers as she makes her

way toward the dungeon was used in "He Ain't Heavy."

The heart-shaped fade-out used at the end of this episode is also used in two other Tom Tataranowicz-directed episodes, "The Greatest Magic" and "Sweet Bee's Home."



DELETED SCENES

Flutterina is scripted to appear in this episode, and Erika Scheimer recorded a voice track for the character. However, she is not animated in the actual episode, and her dialogue is given to Queen Angella. This explains why a few of Queen Angella's lines sound different.

In the original script, Hordak pulled Entrapta's hair to keep her from attacking Imp.



TRIVIA

- This is the first episode directed by Tom Tataranowicz to feature his famous "triple eye blinks," a technique he used to give characters a little more expressiveness when talking.

- Entrapta is voiced by Linda Gary, who gives her a similar tone to Lady Edwina's from the *He-Man* episode "Creatures From The Tar Swamp."

- Before Adora transforms into She-Ra to battle the Trapper Tank, she has already unsheathed the Sword of Protection. However, the next shot shows the usual stock footage of her unsheathing the sword.

- The scene with Glimmer and Corporal Romeo at the end of the episode flirting with one another was animated by Sherri Wheeler, an artist who also created memorable romantic scenes in the episodes "The Wizard" and "Sweet Bee's Home."

- "The Silaxian Wars" originally had this episode's production code. When it was shelved, "Romeo And Glimmer" took its place.



BONUS SWORD TO EVERYTHING:

She-Ra transforms the Sword of Protection into a large lightning rod in order to absorb the energy from the Fright Zone's Magnetic Pole Chamber. She then redistributes the energy, via the rod, to destroy the Magnetic Pole Chamber and the nearby dungeons, freeing prisoners in the process.

BONUS HORDAK ATTACK:

Although not technically a transformation, we see Hordak fire a stun beam from his right eye in an attempt to break up the fight between Entrapta and Imp.

BONUS IMP-ISH BEHAVIOR:

Having argued a great deal with Entrapta, Imp transforms into a pair of scissors and makes numerous attempts to cut her living hair.



THE PERILS OF PEEKABBLUE

CAST

Adora, Bow, Cringer, Flutterina, Glimmer, Hordak, Keeber, Orko, Peck, Peekablue, Prince Adam, Shadow Weaver, She-Ra



MEMORABLE QUOTES

"That's the last time I come out without Swift Wind." [She-Ra is frustrated as she watches the Horde Troopers escape into the skies with Peekablue as their captive]

"I wouldn't work for you in a million years, you cruel, evil, heartless tyrant!" [Peekablue has some strong words for Hordak]

"I'd rather be in jail for ten years... than be a mind slave for ten minutes." [Peck feels for Peekablue's predicament]



SYNOPSIS

Hordak purposely releases a prisoner named Peck from the Fright Zone, purely so he can test out his new Grabber contraption. While Peck runs for safety, the Grabber picks him up in its metallic claws and delivers him back to the dungeons. With the Grabber, Hordak plans to snatch the Rebels from the Whispering Woods one by one. Shadow Weaver suggests they kidnap Peekablue, whose mystic vision can see into the Whispering Woods, while hers cannot.

At her secluded cottage, Peekablue is with Adora, but she suddenly gets a vision of the Horde overhead. Sensing an attack, Adora sends Peekablue inside while she changes into She-Ra. Horde Troopers deter She-Ra while Peekablue is captured, leaving the Princess of Power wondering what Hordak could possibly want with her.

At the Fright Zone, Hordak demands Peekablue use her all-seeing peacock feathers to spy on the Whispering Woods and pluck the Rebels from their camp. When she refuses, Shadow Weaver enacts a spell, which changes Peekablue's mind, and she becomes a monosyllabic slave of the Horde.

Bow and Glimmer are taken from the Whispering Woods by a Grabber, forcing Adora to elect a temporary leader to her post: a young Rebel named Keeber. While she is scooped up by another Grabber, Bow and Glimmer learn that Peekablue is responsible for their capture at the Fright Zone. They empathize with her situation when they learn that her mind is in the control of Hordak. They also meet Peck in the dungeons before Adora is thrown inside too.

As Hordak waits for She-Ra to come to the Rebels' rescue, Peck reveals a tunnel he has been digging, which allows Adora some privacy to change into her superheroine alter ego. She frees Bow, Glimmer, and Peck before finding Peekablue. Shadow Weaver attempts to send her to another dimension, but She-Ra uses the witch's spell against her, which frees Peekablue from the mind spell. While Hordak fires cannon blasts at She-Ra, Peekablue uses the Grabber machine to immobilize Hordak.

Back at the Whispering Woods, the Rebels celebrate victory, with Keeber learning that Peck is his father.

MORAL

LOO-KEE. "Hi! Here's Loo-Kee again. Did you find my hiding place today? If not, try again! Do you see me? Here I am! In today's adventure, Shadow Weaver controlled Peekablue's mind and made her do wrong. Drugs can do this to you. They can mix you up so much that you can't tell the difference between right and wrong. So please, if someone offers you drugs, say no! See you next time!"

REVIEW

While the odd-looking Grabbers make capturing the Rebels a game of sorts for Hordak, they also give rise to two excellent guest stars in Peekablue, of course, and Peck. Bob Forward casts Peekablue as meek and timid, a fresh approach to a hero, and her power as something valuable to the Horde. Her enslavement by Shadow Weaver seems particularly callous, and as she is a helpless victim, it is heartbreaking when Peekablue is forced to capture her friends against her will. The drama is supported by perhaps Erika Scheimer's best voice acting performance in the series. Peck has a healthy outlook and is at least still in charge of his choices, his last relic of freedom; his comment about preferring to be in jail for ten years to being a mind slave for ten minutes is rather powerful. Peekablue's triumph becomes one of the best resolutions to a story arc in the series, while her and Peck's contrasting journeys are poetic and thought provoking. **B/10**



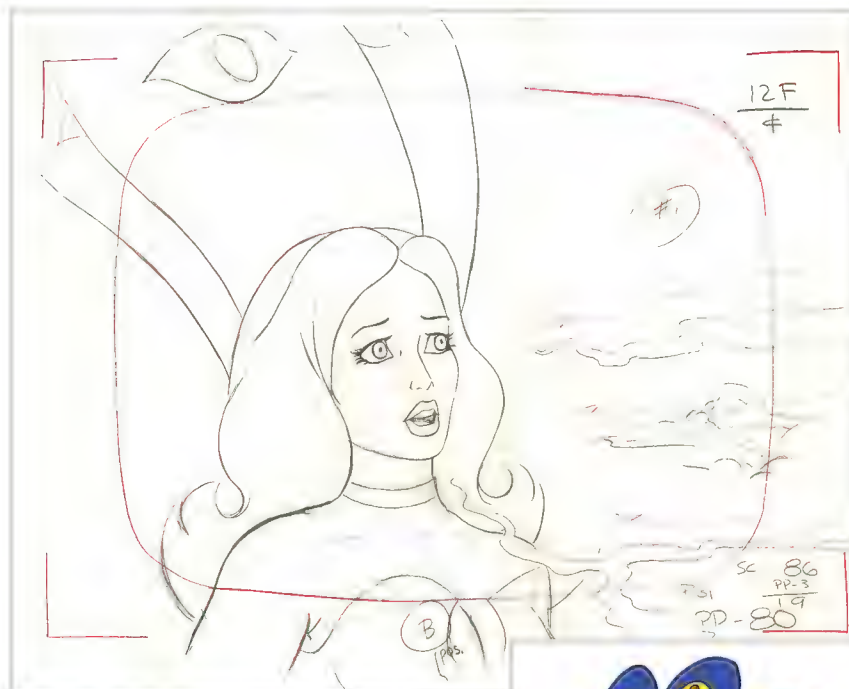
SAME/AS

The character model for Peck was previously used as Micah in "Micah of Bright Moon."

Bizarrely, the straining sounds that Bow makes as he attempts to free Glimmer are the stock straining sounds used for He-Man himself in his own series.

The animation of Hordak transforming his arm into a traditional gunpowder-based cannon was previously used in "A Talent for Trouble."

The "OBEY" statue that Hordak destroys was previously destroyed by him in "Into Etheria."

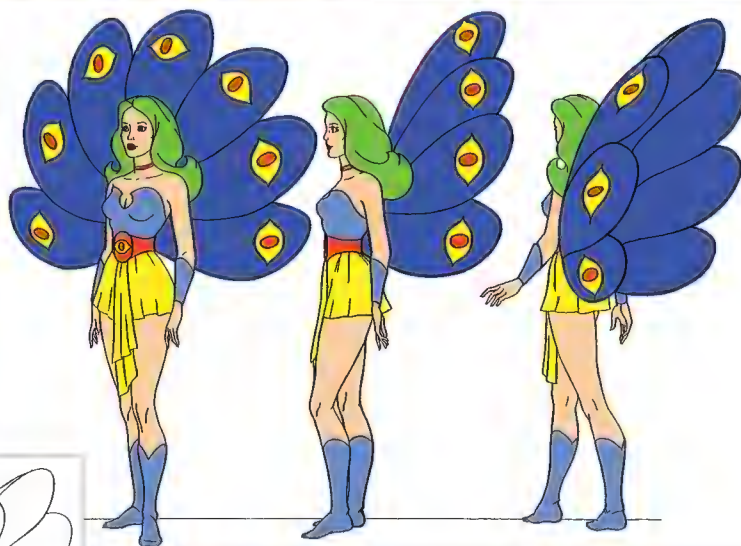


DELETED SCENES

A scene removed from the episode had the invisible Bow, Glimmer, and Peck run directly past Shadow Weaver and Hordak.

Perfuma was scripted to appear alongside Flutterina at the end of this episode but did not make the final cut.

Below: Although never seen, Peekablue's back was actually designed without her peacock feathers.



TRIVIA

- The Grabbers in this episode were originally called Snatchers.

- In an amusing moment, two Horde Troopers haphazardly walk into each other prior to the squadron taking off to capture Peekablue.

- Peekablue's cottage is clearly very different from the temple where she appeared to reside in *A Christmas Special*.

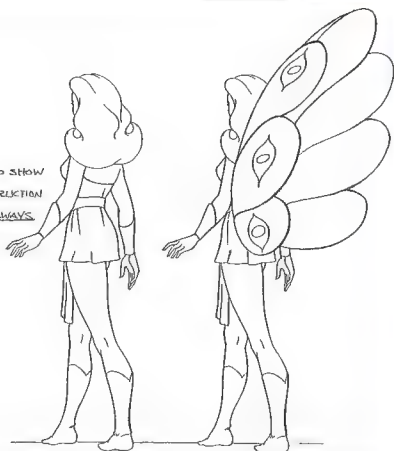
- In a rare moment of frustration, She-Ra throws the Sword of Protection into the ground after the Horde successfully capture Peekablue.

- Although she transformed her sword into a bow as She-Ra in "Return Of The General," this episode sees Adora use Bow's bow.

- This episode reveals that Glimmer can use her light powers to make herself, and those around her, invisible.



NOTE: THIS VIEW IS ONLY TO SHOW "PEEKABLUE'S" CONSTRUCTION UNDER "FAN" - SHE ALWAYS HAS FAN ATTACHED TO HER BODY



JUST THE WAY YOU ARE

CAST Adora, Caleb, Drew, Glimmer, He-Man, King Darkspur, Marsh, Prince Adam, Queen Angella, She-Ra



MEMORABLE QUOTES

"A few days in my dungeon and Princess Glimmer will be happy to marry me!" [King Darkspur has a unique idea of romance]

"Remember the gymnastics we used to do?" [Adora's remark to Prince Adam is historically inaccurate]

"Adam of the elephants. Hey, I think I like it." [Prince Adam is excited to work in the circus]

"No matter how many children parents have, they always have more than enough love for all of them." [Adora's words finally reach Drew]



SYNOPSIS As Prince Adam arrives in Bright Moon for the opening of Etheria's circus, King Darkspur of the Hinderlands storms into the castle demanding Glimmer's hand in marriage. Queen Angella rejects his request, forcing the furious King Darkspur to consider a different approach.

At the site of the circus, Adora introduces Prince Adam to her friend Drew. Young Drew thinks his father values his brother Marsh's high-wire skills over his juggling act, prompting the boy to attempt to cross a rickety old bridge to impress his father. When the bridge snaps, Drew calls for help, and Adora and Prince Adam use their combined athletic skills to bring him to safety. Adora reassures Drew that his father loves him just as much as he loves Marsh, and that he does not need to prove himself to anybody. Preferring to be alone, Drew takes a walk.

Following Queen Angella's earlier refusal, King Darkspur decides to capture Glimmer and force her to marry him, and so he sends his soldiers to kidnap her. On the road, Drew sees Glimmer being taken and tries to stop the soldiers but is captured himself. Sprocker witnesses the commotion and takes the information to Bright Moon.

Adora suggests she, Prince Adam, and Drew's father, Caleb, ride with a traveling circus to King Darkspur's castle, which should allow them the chance to enter unnoticed and rescue Glimmer and Drew.

In the Hinderlands, King Darkspur agrees to attend a private performance of the circus hosted by Prince Adam, while Adora slips away to transform into She-Ra. Caleb is captured and placed in a cell with his son, but they are soon rescued by She-Ra. Prince Adam uses a performing elephant to distract King Darkspur before the elephant collects Glimmer in its trunk. While Prince Adam and Glimmer attempt to escape, King Darkspur's soldiers go after them and scare the elephant, which brings the circus tent down around them. While Glimmer flees, Prince Adam changes into He-Man, and he and She-Ra tie the circus tent around King Darkspur and his soldiers, allowing them to escape.

Back at the site of the circus, Drew is surprised that his father rescued him, but Caleb tells his son that he loves him just as much as he loves Marsh.

MORAL LOO-KEE. "Hi, it's Loo-Keel again. Did you find where I was hiding today? If not, take another look! See me now? Here I am! You know, in today's story, Drew thought his father didn't care too much about him. But he was wrong. Like all parents, his father loves him very much. Sometimes we may forget just how much our parents love us. One of the best ways to remind ourselves is by showing them how much we love 'em!"

REVIEW After King Darkspur boldly demands Glimmer's hand in marriage, there's no ceremony, no dress, and no honeymoon. Disappointingly, this opening instead makes way for the obligatory circus episode—which rarely end with a standing ovation. This episode doesn't endear us to the moping Drew, who leaves us perplexed when he decides to cross the bridge to impress his father, who isn't even there. And the script's subsequent assertion that Adora and Adam used to do gymnastics together is dreadfully mistaken, unless the twins were the most talented babies on the whole of Eternia. The story follows a predictable capture-and-rescue plot line that makes us remember the show wasn't written for a cult adult audience—it was, first and foremost, written for children. And that's just the way it is. **3/10**

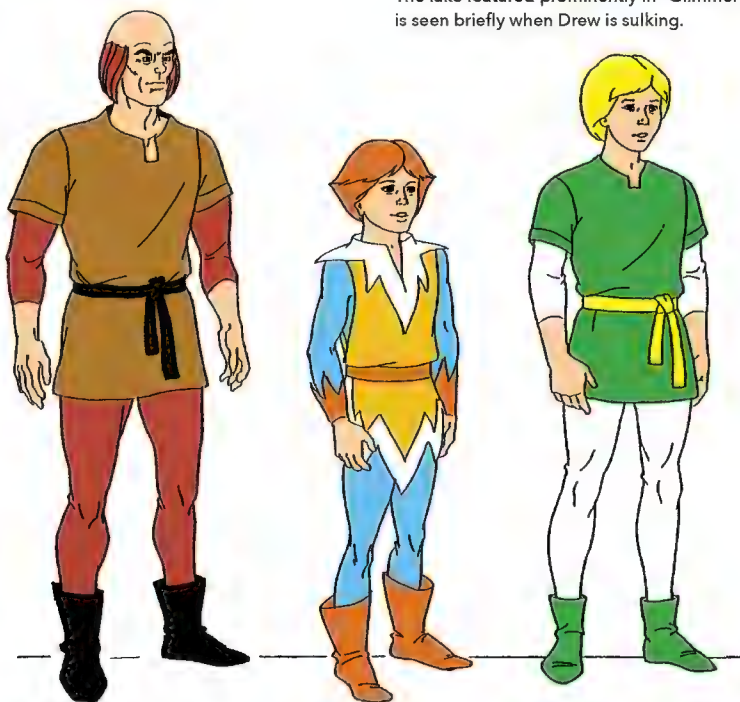


SAME/AS

King Darkspur's troopers use the same character model as Mortella's knights from "Enchanted Castle."

Much of the footage in which Drew attempts to cross the bridge is reused from "Just Like Me."

The lake featured prominently in "Glimmer's Story" is seen briefly when Drew is sulking.

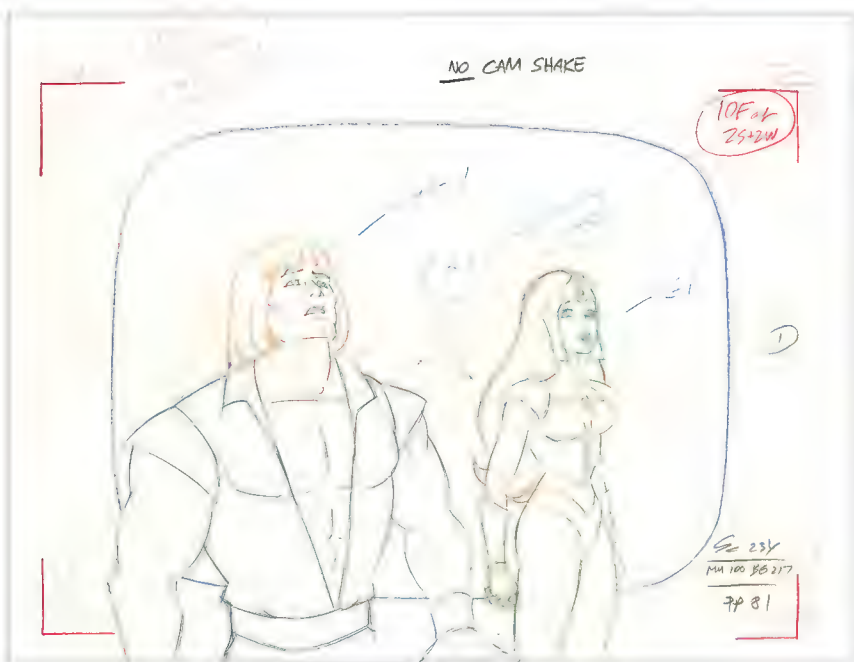


DELETED SCENES

In a piece of removed dialogue, after Drew wanders off, Adam says, "C'mon, let's follow and make sure he's okay." In the episode the dialogue is trimmed to just "C'mon."

A forest guard character was written into the script at one point but removed at the eleventh hour. His character model was designed.

In the script it states that Prince Adam should be wearing a performer's costume when he takes part in the circus.



TRIVIA

• Glimmer expresses a romantic interest in Prince Adam, much like she did briefly in "Into Etheria," the first episode of the series.

• King Darkspur was designed by character artist Enrique May.

• Drew's brother Marsh walks the tightrope with no safety net below him.

• In a contradiction to her established history, Adora recalls doing gymnastics with Prince Adam when they were children.

• In a rather notable animation error, just before Prince Adam transforms into He-Man, he is shown standing directly next to Glimmer, who had run off in the previous shot.

• There is no mention of the Evil Horde in this episode.



Above: This Robin Hood-like character was designed for the episode but never used.



THE LOCKET

CAST

Adora, Bow, Broom, Catra, Dena, Glimmer, Hordak, Imp, Kowl, Leech, Madame Razz, Mantenna, Rattlor, Sea Hawk, Shadow Weaver, She-Ra, Sorrowful, Swen

SYNOPSIS

In Mystacor, the Rebels tell each other stories. Sorrowful regales them with a tale about the time he saved Bow and Glimmer from Beast Island. Young Dena is intrigued when Adora mentions a precious locket given to her by Sea Hawk. When Imp overhears her talking about the pendant's magical properties, he snatches it and takes it to Shadow Weaver to study.

While Adora tells Dena to stay behind for her safety, the Rebels pursue Imp. Dena has her own ideas and gives chase, but she and Adora are intercepted, captured by Rattlor, and taken to a Horde base. While Adora refuses to reveal the secrets of the magical locket, its power repels Shadow Weaver and sends a distress signal to Sea Hawk, who immediately heads for Adora's location. When Sea Hawk is also captured and the three prisoners are taken to the Fright Zone, Swen goes to find help from the Rebels, and the separate teams embark on a joint rescue mission.

At the Fright Zone, Hordak confiscates Adora's and Sea Hawk's swords and prepares to lock them up, along with Dena. While Adora and Sea Hawk make for a getaway

and cleverly drop a Horde Trooper down Hordak's trapdoor, Dena's escape attempt is foiled by Hordak, who scoops her up and holds her hostage. Adora transforms into She-Ra to even the odds.

Bow and the Rebels arrive at the Fright Zone to make their rescue but are surrounded by Catra, Leech, and an army of Destructo Tanks. Swen arrives and offers them a lift on the *Solar Clipper*, while She-Ra hitches a ride on Sorrowful's back to save Dena from Hordak's Annihilator. After She-Ra smashes the craft's window, Sorrowful winds his neck inside, intimidates Hordak, and saves Dena. She-Ra retrieves the missing locket from Shadow Weaver and entrusts it with Dena, instructing her to return it to Adora.

The *Solar Clipper* docks briefly in Mystacor, allowing Dena to return the locket to Adora. Dena apologizes for disobeying her, saying she was only thinking about herself. Adora waves goodbye to Sea Hawk, noting how lucky she is to have a friend like him. Madame Razz agrees and adds that Sea Hawk is lucky too.

MORAL

LOO-KEE. "Did you see me today? Take a good look. Here I am! You know, when Dena followed Adora and the Rebels, she was thinking only about herself. You know, boys and girls, it isn't enough to do what you want. It's very important to think of how something you do might affect others. Like going someplace without telling your mother or father. Tell them where you're going and you'll save them from a lot of needless worry. Think it over. Bye now!"

REVIEW

This is one of the most formulaic episodes of the series. While Michael Utvich is somewhat entitled to do whatever he likes with Sorrowful, his treatment of Sea Hawk turns the once-daring pirate into a characterless, two-dimensional cutout of his former self. He is wasted as Adora's swoonsome hero, while she becomes something of a damsel in distress. Had the episode turned these roles on their heads, it would've improved the story and may have been more bearable. The episode reuses old ideas, and the dialogue is predictable. It feels like these footsteps have been trodden before, but that is not the fault of the returning fan favorites from the first season—rather, it is the fault of a script that doesn't seem to care about them. This episode is just as unoriginal as Sorrowful's opening tale. **2/10**



MEMORABLE QUOTES

"Look at me, I'm a flea!" (Imp is amused by his own transformation)

"You know, Mr. Hordak, if I weren't a gentle dragon, I would be very, very upset with you!" (Sorrowful confronts and terrifies the leader of the Evil Horde)

"Its magic is more powerful than any of your spells, Horde witch!" (She-Ra explains the power of the locket to Shadow Weaver)



SAME/AS

Numerous backgrounds of the Vine Jungle from the *He-Man* episode "It's Not My Fault" are used as the Rebels make their way toward Temple Gloom.

The sequence that shows Adora with the Sword of Protection already unsheathed as she begins her

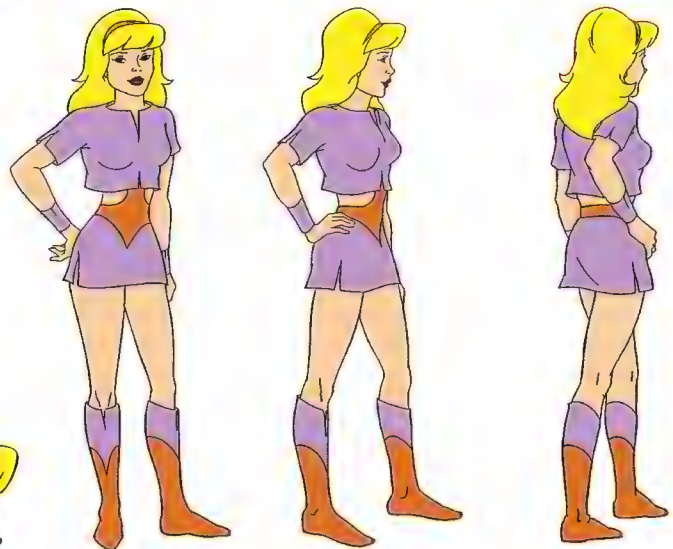
transformation into She-Ra was previously used in the episodes "She-Ra Unchained," "Battle For Bright Moon," "Friendship," "Horde Prime Takes A Holiday," "The Stone in the Sword," "Book Burning," "Treasure of the First Ones," and "Loo-Kee Lends a Hand."



DELETED SCENES

This episode was originally going to feature He-Man and the Laser Bolt vehicle, which were later cut. Writer Michael Utvich considered this his most edited script.

When She-Ra asks which Horde Trooper wants to be first and one steps forward, the script originally has her simply push the robot over, and the group falls like a row of dominoes. In the final episode she performs her familiar jump spinning crescent kick to knock the first robot down.



Above: Dena was designed to be a teenage girl. The Valley girl accent provided by Melendy Britt was unplanned at this stage.



TRIVIA

- The script states that the village at the start of the episode is Goldwillow, within the safety of Mystacor.
- The Sea Harp from the Princess of Power toy line makes an appearance at the start of the episode.
- Dena is voiced by Melendy Britt, who gives the character a strong Valley girl accent.
- The Horde base in this episode is known as Temple Gloom.
- Rattlor was designed by character artist Lew Ott.
- This is the only occasion in the series in which Bow and Sea Hawk would meet.
- This episode marks the last appearances of the notable guest stars Sea Hawk, Sorrowful, and Swen.



BONUS IMP-ISHP BEHAVIOR: Spying on the Rebels, Imp disguises himself as a small blue rock. Then, in order to create a diversion, Imp transforms himself into a flea and jumps upon Sorrowful, causing the great dragon to itch furiously.

SHERA MAKES A PROMISE

CAST

Adora, Arrow, Bow, Broom, He-Man, Hordak, Imp, Kowl, Madame Razz, Mantenna, Octavia, Prince Adam, She-Ra, Spirit, Spritina, Sprocker, Swift Wind



MEMORABLE QUOTES

"A Twigget! I want She-Ra, and you bring me a Twigget!" (Hordak is not amused by Octavia's prisoner)

"Throw him back in the river!" (Hordak does not believe Sprocker holds any value whatsoever)

"I'm taking them on a little... er... vacation. To a very pretty resort we call Beast Island." (Hordak reveals to an imprisoned She-Ra the fate of her allies)



SYNOPSIS At the Whispering Woods, the Rebels celebrate one of She-Ra's victories against the Horde. Planning a victory feast, Kowl suggests a dish featuring golden spuffles, which Adora claims are one of her favorite treats. Sprocker, who is a little smitten with Adora, offers to pick some for her but is warned against it, as the rare food only grows on the banks of the Singing River near the Fright Zone. Ignoring their warnings and instructing Spritina to keep quiet about his intention to find them, he takes off.

While Hordak muses over how to effectively capture She-Ra, Sprocker finds a patch of golden spuffles. When he finally manages to pull the stubborn ingredient from the ground, he accidentally falls into the Singing River and is washed downstream. Hanging precariously on a branch over a waterfall, Sprocker is soon tangled in the tentacles of the wicked Octavia. She takes him to the Fright Zone, where he becomes embroiled in a plan to lure She-Ra to the Horde.

After Spritina reveals Sprocker's whereabouts to Adora, she is unable to locate him by the Singing River. Adora receives

a message that Sprocker is now a Horde prisoner, and she transforms into She-Ra to save him. At the Fright Zone, Hordak strikes a bargain, stating that he will release Sprocker if She-Ra gives herself up and promises not to escape. Agreeing to his terms, She-Ra is imprisoned and Sprocker released.

As Sprocker gets help from the Rebels in the Whispering Woods, Hordak gloats over She-Ra in her cell at the Fright Zone. The leader of the Evil Horde then captures the Rebels and informs She-Ra, who battles her conscience over the prospect of breaking her promise, even though Hordak has broken his. She contacts Prince Adam on Eternia through telepathy, and he transforms into He-Man and helps her escape.

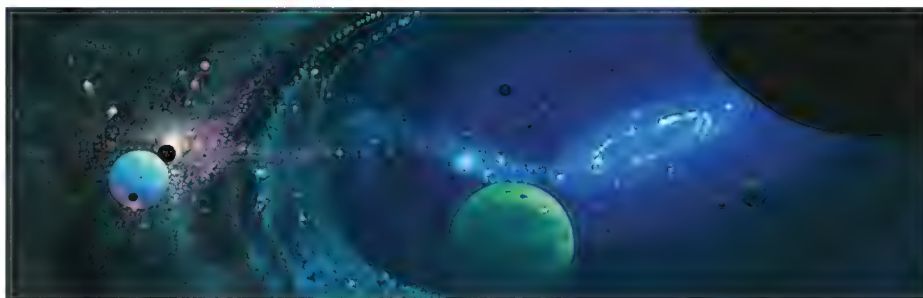
Bow and the Rebels are whisked away to Beast Island in Hordak's Annihilator, and She-Ra and He-Man follow in hot pursuit. After battling the Horde Bat-Meks, they send Hordak back to the Fright Zone and catch his pilotless falling craft before it crashes, saving the lives of the Rebels.

She-Ra thanks her brother for his help, and He-Man heads back to Eternia.

MORAL LOO-KEE. "Hi, everybody! I'm Loo-Kee! Did you find me in today's show? If you didn't, try now! Find me yet? I'm right here! In today's story, Sprocker went off on his own to look for spuffles. It's a good thing he told Spritina where he was going, or She-Ra might not have found him. Remember to always let your parents know where you're going—even if it's only to visit a neighborhood friend. Then they won't worry, and you'll be a lot safer if you do!"

REVIEW This episode should have been called "She-Ra Breaks A Promise," hyphen and all. Denis Higgins's script seems determined to have She-Ra make some kind of vow but backs itself into a corner once the deed is done, forcing the Princess of Power to use twisted logic to excuse herself for breaking it. From there, the episode becomes pretty soulless, almost as if She-Ra feels guilty for the betrayal she's committed. It's a shame, because the first half has potential. Sprocker's crush on Adora and his quest for golden spuffles are nice new developments. It almost makes you wish Hordak had demanded that Adora turn herself in again to bring the plot full circle. As it is, the episode is betrayed by its disappointing second act. **5/10**

Right: A beautiful illustration shows Etheria from space.



SAME/AS

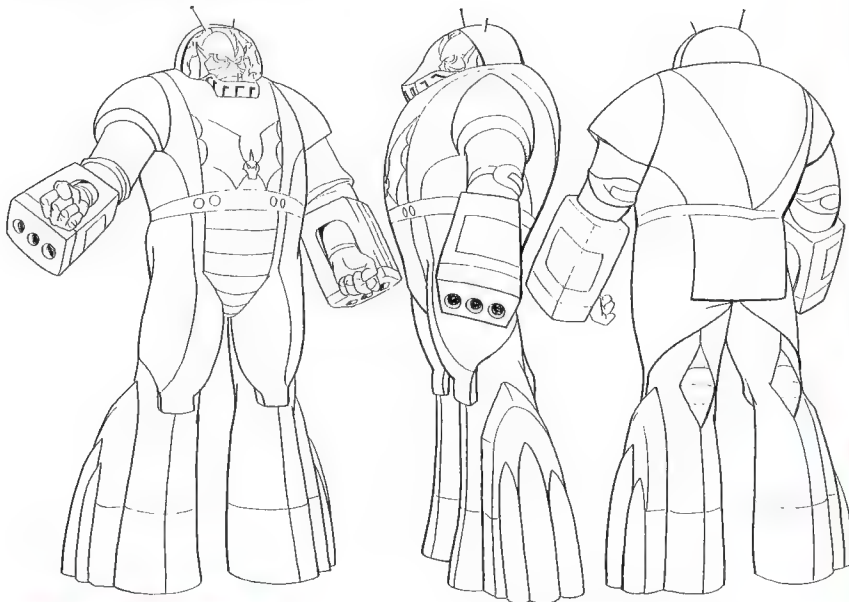
The extreme low angle of the Fright Zone shown as the Rebels make their approach was used in "Into the Dark Dimension."

The shot of Prince Adam on the balcony was previously used in the *He-Man* episode "Capture the Comet Keeper."

The animation of He-Man punching a hole in the side of the prison was animated by Tom Sito and

previously used in the *He-Man* episode "The Heart of A Giant."

The hug between She-Ra and He-Man was previously used in the episodes "Reunions," "The Price of Freedom," "A Talent for Trouble," and "Loo-Kee Lends a Hand."



DELETED SCENES

In the original script Octavia, while standing in front of Hordak, is passing Sprocker "from arm to arm, tentacle to tentacle, as if showing his finer points to some buyer."

An impressive removed scene had She-Ra and He-Man, standing on either side of Beast Island, pound their fists on the ground, shaking the Horde's base

of operations. All the while Hordak was inside with his Horde Troopers falling about.

An additional end scene that took place in the Whispering Woods and featured Sprocker promising never to eat a golden spuffle was removed.



TRIVIA

- The second season of *She-Ra* introduced ten new writers to the series, including Denis Higgins, the writer of this episode.

- She-Ra's name in the title of this episode is incorrectly written as "Sera." In fact, in all the scripts of the series, She-Ra's name was always written as "Sera."

- The episode opens with Loo-Kee's face sticking out from behind some boxes in one of his worst hiding places of the series.

- Octavia is voiced by Melendy Britt.

- As Prince Adam holds the Sword of Power aloft, the power begins bursting forth before the camera has fully panned to it. This is the only time in the *He-Man* and *She-Ra* series that this happened.

- This was the only episode of season 2 released on VHS in the US.



BONUS HORDAK ATTACK: Although it is not part of a transformation, it is worth noting Hordak's spacesuit. The imposing armor not only has the ability to fire missiles but can also fly with the help of the large rockets and retractable wings on its back.



BOW'S MAGICAL GIFT

CAST Adora, Bow, Castaspella, Glimmer, Grizzlor, Hordak, Horde Prime, Jewelstar, Kowl, Shadow Weaver, She-Ra, Spirit, Sprag, Sprocker, Starla, Swift Wind, Tallstar



MEMORABLE QUOTES

"Bow, now that you have greater power . . . you should have greater responsibility . . . not less." [She-Ra recites some Stan Lee dialogue]

"I think this wand is going to make me famous." [Bow becomes captivated with the Wizard's Wand]

"Still no sign of the Horde. Maybe they heard I was going to be here!" [Bow's remark to his allies is not a joke]



SYNOPSIS After defeating Shadow Weaver in battle, Bow takes charge of her Wizard's Wand: a powerful weapon that gives whoever uses it telekinetic abilities. He is showing off his newfound "skills" at the Rebel camp when Kowl alerts him that Hordak has ordered his Horde Troopers to collect grain from a warehouse in the village of Glenmar, which will leave the people starving.

In Glenmar, Bow takes on the Horde, who are taking grain supplies for Horde Prime. He uses the wand to immobilize a Horde truck, tip it upside down, and return the grain to the warehouse. The Horde Troopers try to escape, but the damaged truck starts to roll toward a group of onlookers. Adora quickly transforms into She-Ra and prevents it from devastating the village. However, Bow sees She-Ra's actions as unnecessary, stating that he could have stopped the truck with the Wizard's Wand.

At the Whispering Woods, Bow becomes increasingly more reliant on the Wizard's Wand, forsaking even his trusty bow and arrow in its favor. He heads back to Glenmar to face the Horde again, but when the wand's bright glow and humming sound begin to

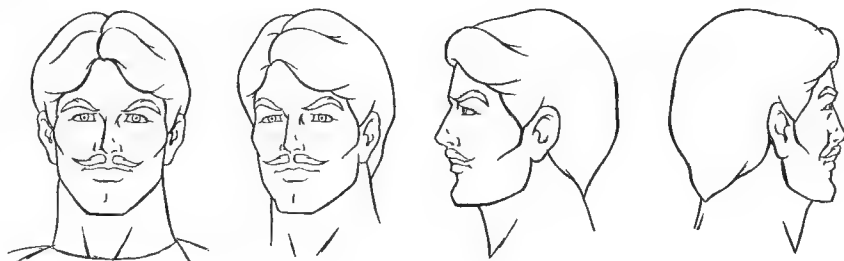
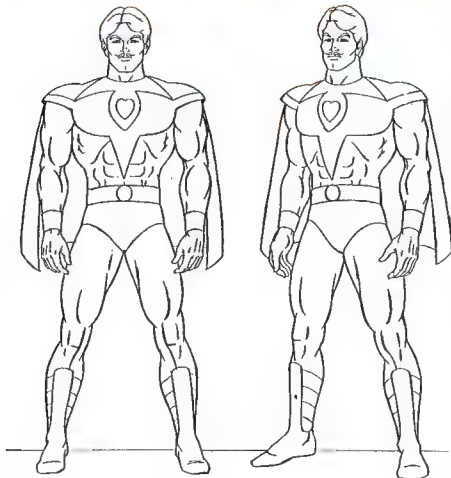
lessen, She-Ra seeks advice from Castaspella. She confirms that the wand is running out of energy, and so She-Ra heads to Glenmar, thinking Bow could unintentionally cause trouble with the weakening wand.

As Hordak descends on the village to round up slaves, Bow attacks, thinking the wand will continue to do his bidding. He uses it to pick up a boulder to crush the Horde, but the wand's magic fades completely with the rock in midair, causing it to crash to the ground and almost decimate a villager's home. With Bow now vulnerable to attack, Shadow Weaver steals back the wand. The Rebels band together to fight the Horde while Glimmer uses her light magic to disable Shadow Weaver, who drops the wand into the path of a Horde tank. It is flattened and rendered useless. The Horde retreat, with an angry Horde Prime screaming down the radio at Hordak.

Bow, conceding that She-Ra was right and he was wrong, realizes that more power means more responsibility. With that in mind, the Rebels join hands to help repair the villager's house that was damaged by the rock.

MORAL LOO-KEE. "Hi, everybody. Did you see me in today's show? If you didn't, here's another chance. Here I am! In today's show, Bow was very careless about the way he used the power of the Wizard's Wand. He learned that power, like strength, is used best when it's used to help others. So remember that, kids. And bye now! See you next time!"

REVIEW This episode is the very definition of *clunky*. While Shadow Weaver's magic seems more powerful without it, the Wizard's Wand is perhaps the least imaginatively named artifact on Etheria. The fact that it glows less brightly and makes a humming sound to signal it is running out of energy makes it sound like something from a hardware store. And Bow leaving his bow and arrow behind in favor of the Wizard's Wand is both convenient and predictable. We are also expected to believe that Horde Prime, the great big intergalactic power, wants to plunder grain from a small Etherian village. A powerful crystal, maybe, but grain? Philip Kassel's script must think we're bigger fools than Bow himself. Ultimately, this episode becomes that gift you didn't ask for and didn't want but got anyway. **4/10**

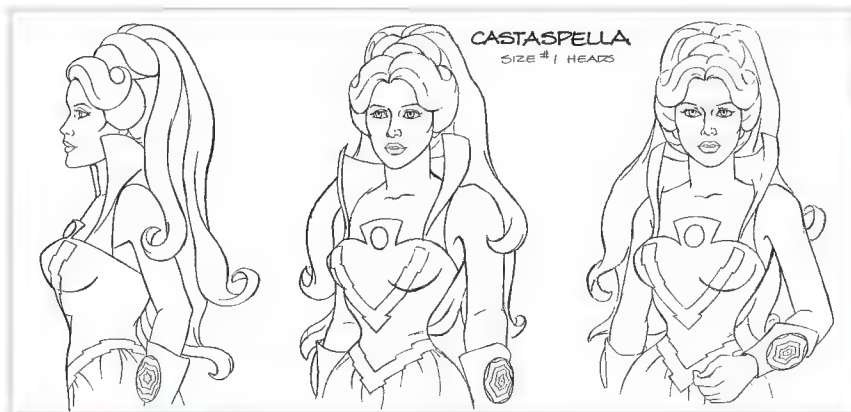


SAME/AS

Much of the footage of Hordak and Horde Prime in conversation aboard the *Velvet Glove* was previously used in "Horde Prime Takes A Holiday."

The sequence of Hordak slumped in his throne and slowly sitting upright was originally used in "For Want of a Horse."

The animation of Bow pulling the rope at the end of the episode was used in "The Eldritch Mist."



DELETED SCENES

A brief scene removed at the start of the episode had Bow and She-Ra discuss their success in freeing some boatmen from the Evil Horde's Aquafighters. Moments later, they hear Glimmer's cries for help.

An interesting removed scene had Hordak offer Bow the power of the Wizard's Wand on the condition that he join the Evil Horde.



TRIVIA

• This is the last contribution to the *He-Man* and *She-Ra* series by Lou Kachivas, who directed a total of twenty-eight episodes.

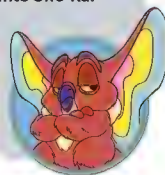
• The *Velvet Glove* from "Horde Prime Takes A Holiday" returns.

• This episode features the first and last appearances of Jewelstar, Starla, and Tallstar, collectively known as the Star Sisters.

• Melendy Britt voices Jewelstar, Erika Scheimer voices Starla, and Linda Gary voices Tallstar.

• In a sequence that lasts nearly twenty seconds, Adora leaves the Rebel camp and looks for a place to transform into She-Ra.

• Castaspella and Castle Mystacor make their last appearances in the series.



SWEET BEE'S HOME

CAST

Adora, Drone Seven, Enchantra, Frosta, He-Man, Hordak, Mermista, Prince Adam, Shadow Weaver, She-Ra, Spirit, Sweet Bee, Swift Wind



MEMORABLE QUOTES

"A spaceship! The Horde's shot down a spaceship!" [Prince Adam is horrified upon seeing Sweet Bee's ship plummeting to the planet's surface]

"Oh, I'm not worried, He-Man. Not with you here." [Frosta begins physically flirting with He-Man]

"Mmmm . . . couldn't be better . . ." [Frosta does not take issue with having the most powerful man in the universe on top of her]

"If you could leave Frosta alone for a minute, He-Man, we could use a hand!" [She-Ra misunderstands the situation, much to He-Man's frustration]

"Sweet Bee. That's a sweet name." [He-Man attempts to lay on the charm]

"This is not Eternia, my brother. This is Etheria, ruled by the Evil Horde." [She-Ra once again educates He-Man on the differences between their respective worlds]

"What? Don't we deserve an announcement?" [Frosta asks why only She-Ra and He-Man are name-checked in shock by their foes]

SYNOPSIS Adora and Prince Adam transform into She-Ra and He-Man after they spot the Horde shooting down an unidentified craft from space. The craft and its pilot crash-land in the Polar Sea, and the Twins of Power seek help from Mermista for her expertise in Etheria's oceans. Frosta is on hand too and joins the trio of heroes in pursuit of the craft, all the while making amorous eyes at He-Man.

While the Horde attempt to dredge the craft up from the icy waters, the Rebels swoop in atop Enchantra, the flying swan. A Horde Trooper shoots the bird down, and with Enchantra stunned, the Rebels continue on without her. While He-Man and Frosta keep the attacking Horde Troopers at bay, She-Ra and Mermista drag the pilot to the surface. They return to find Frosta flirtatiously making a move on He-Man, but her mood changes when she realizes that He-Man appears more interested in Sweet Bee, the rescued space pilot.

At the Whispering Woods, Sweet Bee recovers and tells the Rebels that she was scouting for a new world for her people to live on, as their sun exploded into a supernova.

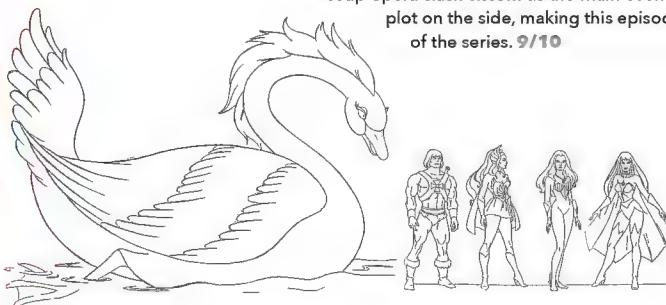
Concerned that Hordak would enslave her people given half a chance, the Rebels take Sweet Bee to the Fright Zone to reclaim her spaceship and warn her kind away.

At the Fright Zone, Shadow Weaver receives a transmission from Sweet Bee's colleague Drone Seven. Impersonating the bee woman, she advises him to bring all ten thousand of their people to Etheria, affirming it to be a safe and welcoming place. After Hordak destroys the ship's computer so it can never be used again, She-Ra, He-Man, and the Rebels burst in to battle the Evil Horde. Sweet Bee slips past to try to start her ship, but when Hordak destroys the ship's engines, all hope seems lost. However, the steering still works, and She-Ra and He-Man throw the ship back into space, allowing Sweet Bee to navigate to her people's mother ship and prevent them from journeying to Etheria.

As the Rebels watch Sweet Bee and her people shoot off into space, He-Man makes his excuses and says he must return to Eternia, all the while struggling to shake off the persistent and determined advances of Frosta.

MORAL LOO-KEE. "Hi! I'm Loo-Kee. Did you find my hiding place today? If not, try again! See me now? Here I am! Today Sweet Bee and her people were trying to move to a new home. If your family ever has to move, try not to be sad. You may be leaving old friends, but you'll be making new ones! And that's really something to look forward to! See you soon!"

REVIEW This highly memorable story is the only episode where He-Man becomes the butt of the joke—and in the hands of the minx Frosta, it works surprisingly well. His discomfort at her flirting is humorously cringe inducing, and by the end of the episode, we're convinced she'd eat him for breakfast. While the addition of Sweet Bee forms the perfect love triangle, her oblivious reaction to the sexual tension actually benefits the adventurous plot by giving it balance. The Bee People not settling on Etheria is a nice, unexpected turn; the message is that it's okay not to be ready for something, particularly if it frightens you or if your safety is at risk. Bob Forward's script and Tom Tataranowicz's breathtaking visuals serve up a delicious soap opera slash sitcom as the main event with a gripping action plot on the side, making this episode a hysterical highlight of the series. **9/10**



SAME/AS

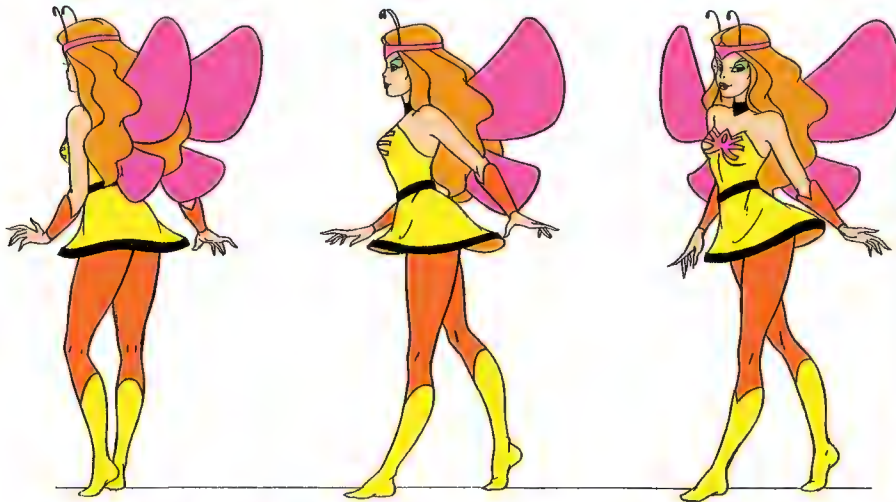
The animation of Frosta conjuring and firing a blast of ice from her hand was previously used in "Black Snow."

The music used in the scene in which Frosta opens her eyes to see He-Man lying on top of her was used in the *He-Man* episode "Teela's Quest."

The close-up of He-Man deflecting the laser fire of the Horde Troopers was originally used in the *He-Man* episode "Ordeal in the Darklands."

The sequence of She-Ra and He-Man throwing Sweet Bee's ship was previously used in the episodes "He Ain't Heavy" and "Day Of The Flowers."

The heart-shaped fade-out used at the end of this episode is also used in two other episodes directed by Tom Tataranowicz, "The Greatest Magic" and "Romeo And Glimmer."



DELETED SCENES

In a removed scene a Horde Trooper praises Hordak's shooting, stating that the Rebels are helpless. Hordak commands a detachment of robots sent out to capture them and prevent them from interfering with the raising of the downed spacecraft, remarking, "After all—I shot it down. It's mine!"

A removed shot had He-Man react with a goofy smile upon seeing Sweet Bee for the first time.

In the script, Frosta and Mermista use their combined powers to freeze Shadow Weaver, rather than Frosta working alone.



TRIVIA

• Writer Bob Forward and director Tom Tataranowicz wanted to make this episode to "satisfy their post-adolescent lust," as they both thought that Frosta was the hottest heroine on the series.

• Frosta was designed by artist Dale Hendrickson, based on many different concepts provided by the character design department.

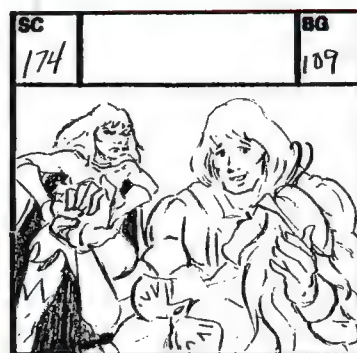
• Enchanta from the Princess of Power toy line makes a memorable appearance in this episode.

• Numerous romantic scenes in this episode were animated by Sherri Wheeler, an artist who also created memorable romantic scenes in the episodes "The Wizard" and "Romeo And Glimmer." Sherri Wheeler would also go on to animate the memorable kiss in the animated *BraveStarr* movie.

• Sadly, when He-Man and Sweet Bee meet again in "Assault On The Hive," He-Man displays no affection for her.

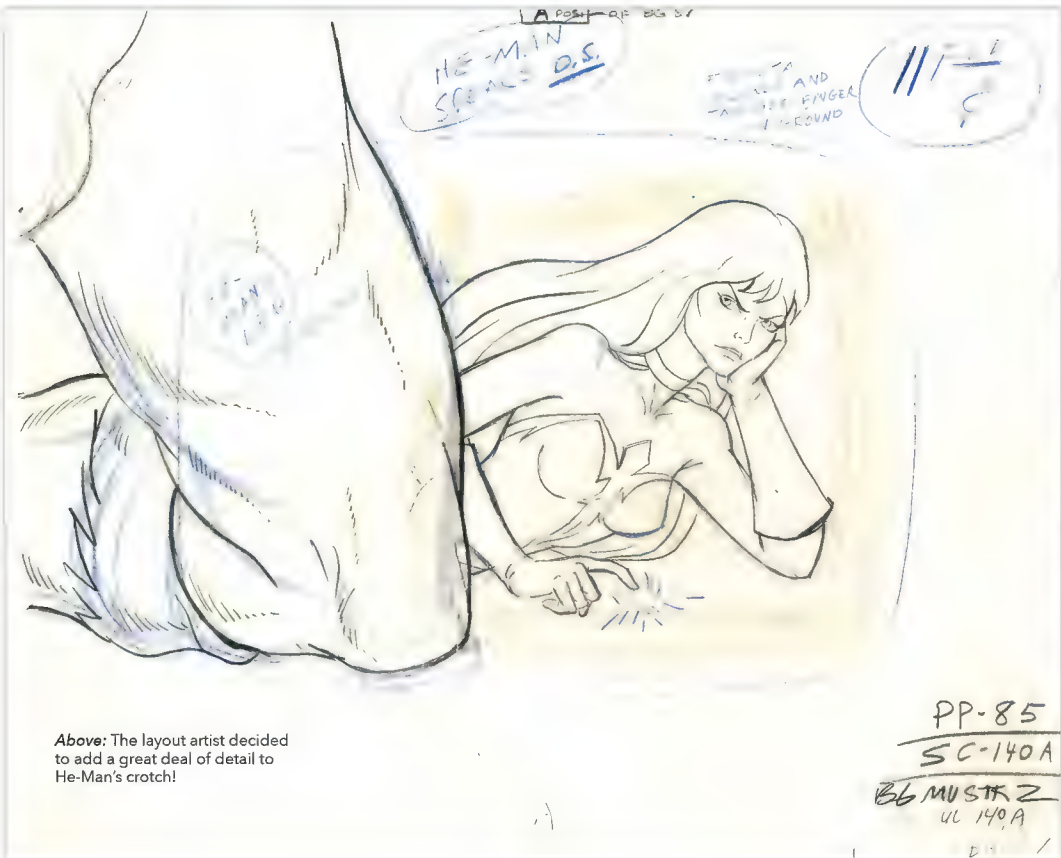
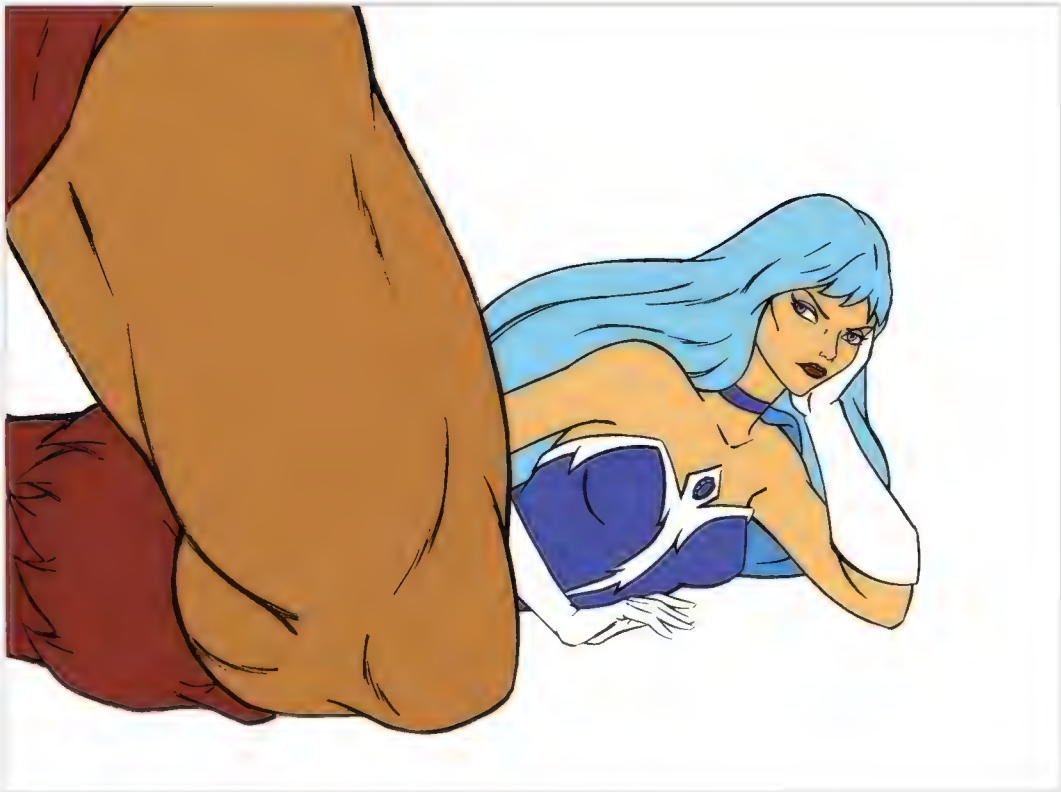


BONUS HORDAK ATTACK: Interestingly, although no new forms are shown, all four of Hordak's arm transformations occur with his left arm. A continuity error at the end shows him with his right arm as a cannon.



Above: One of the most memorable shots of the series was not only directed by Tom Tataranowicz but storyboarded by him, too.





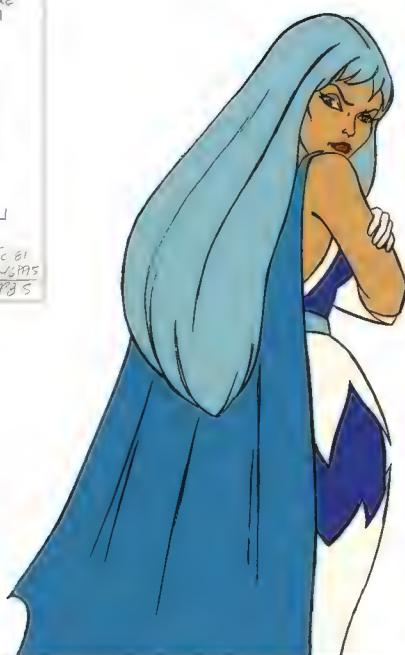
Above: The layout artist decided to add a great deal of detail to He-Man's crotch!



This piece of layout artwork shows the moment at the end of the episode when Frosta finally gets her hands on He-Man, with no escape for the most powerful man in the universe.



SC-317
 MK STK-BG-4x
 PP-85



Below: Much of the beautifully suggestive animation was executed by Sherri Wheeler, who was Tom Tataranowicz's choice when it came to scenes that went beyond Filmation's stock system.





The mighty
Enchanta flies the
Rebels into battle.



GLIMMER COME HOME

CAST Adora, Bow, Broom, Glimmer, Hordak, Imp, Madame Razz, Shadow Weaver, She-Ra, Spirit, Sprag, Sprocker, Swift Wind, Wooble

SYNOPSIS The Rebels watch as Horde Troopers load food supplies belonging to villagers into a warehouse. Glimmer wants to raid the warehouse immediately, but Adora suggests they return to camp to plan a more methodical approach.

In the Whispering Woods, Glimmer is unimpressed with Adora's idea for the raid and storms off to be alone when her friends side with the Rebel leader.

After Glimmer's frustrated complaints are overheard by Imp, Shadow Weaver tells Hordak that she has a plan to defeat the Rebels. Glimmer continues to sulk by Mirror Lake, on the outskirts of the Whispering Woods. A magical reflection of herself in the water suggests she start her own Rebellion, as there are others, including Hordak's own troops, who would side with her. As Glimmer searches for potential members of her own Rebellion, her vision fades to reveal Shadow Weaver, who has tricked the princess.

Shadow Weaver orders two Horde Troopers to follow her lead and then disguises herself again, this time as a Wooble. The trio of shifty strangers greet Glimmer and ask to join her new Rebellion.

With Glimmer missing from the camp, She-Ra goes to look for her and finds her forming her own plan with the Wooble and the Horde Troopers. Encouraged by the Wooble, Glimmer declares that her new friends will help her rescue the food supplies. She-Ra leaves, and soon the Great Rebellion and Glimmer's new Rebellion prepare to launch their own separate attacks.

When the Horde Troopers surrender without a fight, the Wooble transforms into Shadow Weaver, and Glimmer realizes she has been tricked. She-Ra comes to her rescue and defeats the Horde, but Shadow Weaver launches the warehouse into the sky like a rocket, forcing She-Ra and Glimmer to work together to pursue it on Swift Wind. While Glimmer uses her powers to destroy its laser cannons, She-Ra mounts the flying warehouse and breaks inside to get the food. She uses small parachutes to safely deliver the food back to the villagers as Glimmer and Swift Wind steer the craft over neighboring villages.

Having learned the value of teamwork, Glimmer rejoins the Great Rebellion.

MORAL LOO-KEE. "Hello, everybody! It's your old friend Loo-Kee again. Did you see where I was hiding today? Well, if not, here's another chance. Can you see me? Here I am! In today's story, Glimmer felt that she was asked to do something that wasn't important enough. She forgot that she was part of a team, and that teams must work together. Each one depends on the other. On a team, every member, every job, is important. If everybody does their part, then you've got a winning team!"

REVIEW Considering Glimmer's pushback against Adora's authority, this is the one episode that could've benefited from being told as a flashback to Adora's early days as a leader. That is a small criticism of an episode that is generally strong from start to finish, though. Glimmer's frustration is written all over her face in the brilliantly awkward scene where Madame checks her in to speak with Adora. We can at least sympathize with her taking matters into her own hands, particularly as she once ran the show herself as leader of the Great Rebellion. Shadow Weaver is at her manipulative best when she uses her disguises to put ideas into Glimmer's head, essentially using the girl's ego and pride to plot her downfall. After too many humdrum episodes from the second season, this episode offers us a glimmer of hope where hope seemed lost. **7/10**

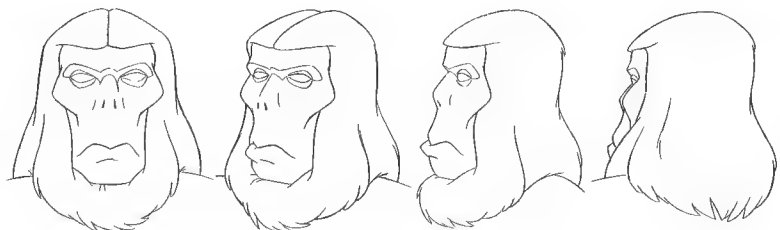
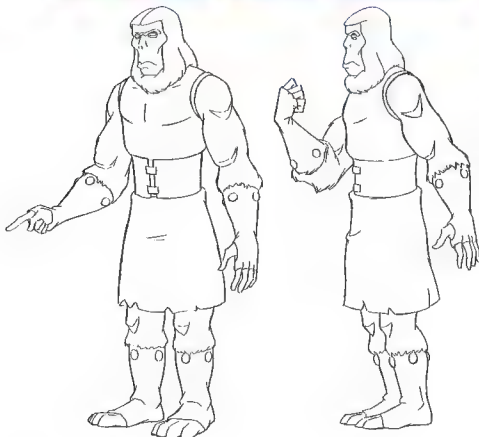
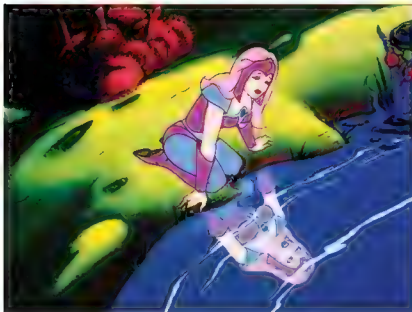
MEMORABLE QUOTES

"Adora knows what she's doing. Adora knows what she's doing. That's all I hear from you!" [Glimmer finally runs out of patience with Bow's praising of Adora]

"I don't want to do some stupid light show . . . I want to fight!" [Glimmer fails to understand Adora's command]

"Hordak, you really should stop smoking." [Shadow Weaver gives Hordak advice with a tinge of Madame Razz's accent]

"You're looking at the new Rebellion." [Glimmer announces her new group of warriors]



SAME/AS

The animation of Hordak transforming his arm into a traditional gunpowder-based cannon was previously used in the episodes "A Talent for Trouble," "The Perils Of Peekablue," and "Sweet Bee's Home."

The "OBEY" statue that Hordak destroys was previously destroyed by him in the episodes "Into Etheria" and "The Perils Of Peekablue."

When Adora is sitting at the campfire, her pose and sad expression were previously used in "Return of the Sea Hawk."



The near-final design of Glimmer was slightly older in appearance.

DELETED SCENES

A scene removed near the beginning of the episode had Bow and Madame Razz trading barbs. As Bow approaches the tent, Madame Razz asks his name, to which he jokingly replies, "I'm Sprag." Madame Razz remarks how Sprag has grown and gets her own back on Bow's mocking by saying, "I think you were much more handsome before." Bow laughs and replies, "Score one for Madame."

Madame Razz's rant at the end of the episode trails off but can be read fully in the script: "Do you remember that time when you said we should go north, and I said we should go south, and we went north, and where did we wind up . . . ? Freezing our little tootsies off and . . ."



TRIVIA

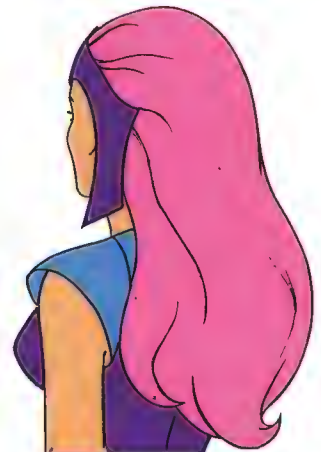
• This is the last contribution to the *He-Man* and *She-Ra* series by Ernie Schmidt, who directed a total of twenty-eight episodes.

• As he did in "Small Problems," writer Steven J. Fisher focuses once again on Glimmer as the lead character.

• For the first and only time in the series, the jewel in Glimmer's palm that is described in the series bible is referenced.

• When Shadow Weaver advises Hordak to stop smoking, Linda Gary delivers the dialogue with a Madame Razzesque Brooklyn accent.

• Much like Wonder Woman would, *She-Ra* deflects Shadow Weaver's magic using her bracelets.



THE INSPECTOR

CAST

Adora, Arrow, Bow, Catra, Grizzlor, He-Man, Hordak, Inspector Darkney, Madame Razz, Man-At-Arms, Mantenna, Netossa, Prince Adam, She-Ra, Sorceress, Spirit, Spyster



MEMORABLE QUOTES

"Just remember that whatever the inspector says I should do—I will do! Even if it means getting rid of you!" [Hordak Prime threatens Hordak]

"Enough patting yourself on the back, Spyster!" [Hordak grows tired of Spyster's success]

"Hmmm. Squeaky doors. Not good, not good... Make a note of that!" [Prince Adam goes into full Horde Inspector mode]



SYNOPSIS On Eternia, He-Man is summoned by the Sorceress of Grayskull. Adora has contacted her to ask He-Man for help because the Rebels have been lured into a trap by an unknown man, Spyster, who was working for Hordak. The Horde arrested the Rebels and took the Sword of Protection from Adora, but Spirit raced Adora herself to safety.

While He-Man travels to Etheria to lend a hand, Hordak congratulates Spyster on trapping the Rebels. With Bow, Netossa, and other Rebels locked in the Fright Zone, Hordak's merriment is short lived when he receives a message from Horde Prime, who plans to send Inspector Darkney back to Etheria to investigate Hordak's failures once again.

He-Man arrives on Etheria to meet Adora, but they are instantly attacked by Mantenna. They defend themselves and manage to deflect the Horde's firepower to Inspector Darkney's incoming ship, destroying it and forcing him to evacuate in a parachute. He is interrogated by the Rebels, and his presence on Etheria gives them the idea to infiltrate the Fright Zone and rescue their friends.

Hordak is expecting the arrival of Inspector Darkney, but instead he opens the Fright Zone gates to a mystery man in a Horde Inspector uniform: Prince Adam in disguise

with a fake beard. With Adora as his cloaked assistant, Inspector Adam notes tiny flaws at the Fright Zone, such as creaking doors and clumsy Horde Troopers. Hordak desperately guides them to the dungeons, where he presents the captured Rebels. He steps inside a cell to demonstrate the strength of the unbreakable cell bars but is locked up by Adora, who removes her cloak to reveal her true identity. With Hordak raging, Adora finds the Sword of Protection and transforms into She-Ra. The Rebels march out of the Fright Zone, disguised as Horde Troopers led by Inspector Adam.

Catra and Spyster find Hordak locked in the dungeon and free him so the Horde can pursue the escaped prisoners. While Bow and Netossa lead the others to safety, Prince Adam transforms into He-Man, and he and She-Ra use their combined might to fend off the Horde, eventually destroying their tanks and blocking their path with a giant boulder.

While the Rebels thank Adora and Prince Adam back at the Whispering Woods, Spyster delivers another Rebel spy to Hordak. Unfortunately, this time the "spy" is the real Inspector Darkney, who threatens to report Hordak to Horde Prime for yet another blunder.

MORAL LOO-KEE. "Hi! It's Loo-Kee again! Did you find where I was hiding today? No? Well, I'll give you another chance. Look carefully! I'm over here! In today's story She-Ra and her brother, He-Man, both had tough jobs to do. But because of their love, they knew they could count on each other for help. It's great to have someone to turn to when you need help. Because that's what love and families are all about!"

REVIEW While the Rebels are gullible enough to trust a shifty-looking stranger, Adora and Prince Adam's attempt to turn the tables on the Horde makes them look suspicious and Hordak just plain stupid. As the siblings are two of the Horde's most wanted fugitives, it is hard to believe that Hordak wouldn't recognize Prince Adam through a fake beard and wouldn't be curious as to the identity of the person beneath Adora's cloak. As a result, Hordak is painted as a totally incompetent leader, which, as we've seen from better episodes, he is not. As well as being light on laughs and seeming to include He-Man only for the sake of a crossover, this episode chugs along monotonously, almost as if the script were too short and the tape slowed down to fit the mandatory twenty-two-minute running time. **3/10**



SAME/AS

The nighttime shot of Castle Grayskull shown in this episode was only used in one other episode, "Daimar the Demon" from *He-Man*'s first season.

The character design of Spyster was used, albeit with a slightly different head, in the *He-Man* series

for the characters of Jarvan in "A Friend in Need," and Zem in "The Return of Granamyr."

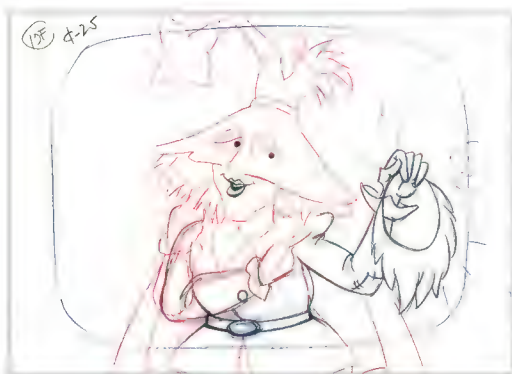
The sequence of Adora and Prince Adam hugging is based on the sequence of She-Ra and He-Man hugging from "Reunions."



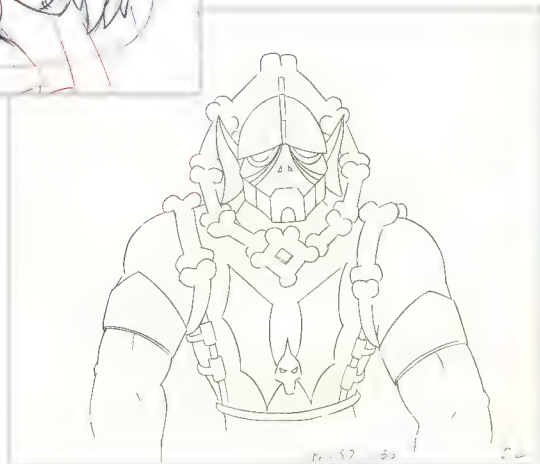
DELETED SCENES

In a piece of removed dialogue, Madame Razz worries as to what the Horde may do with the Sword of Protection, musing that they may melt it down or send it to Horde World, before being swiftly interrupted by Adora.

In a removed scene Catra and Spyster both express an interest in ruling the Fright Zone should Hordak be cast out by Horde Prime.



Above: Madame Razz conjures up a fake beard for Prince Adam to wear.



TRIVIA

• After working as an animator on the *He-Man* series and the first season of *She-Ra*, Bill Nunes makes his directorial debut with this episode.

• The script for this episode was revised and finalized one day after it was submitted, making it the quickest script turnaround of both the *He-Man* and *She-Ra* series.

• This is the only episode to feature all four possible combinations of the Twins of Power: Prince Adam and Adora, Prince Adam and She-Ra, Adora and He-Man, and He-Man and She-Ra.

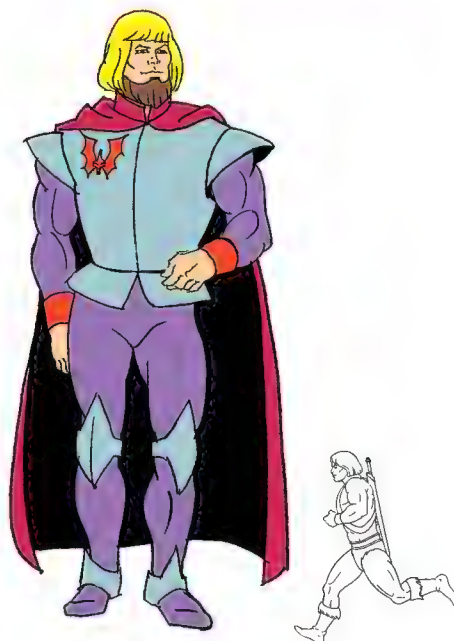
• Oddly, during both the "I am She-Ra" and "I have the power" sequences, the dialogue starts off distorted.

• Throughout much of season 2, the scripts were revised to heavily reference the fact that the Horde Troopers were robots, with many instances of the word robot being forced into the dialogue.

• Due to a piece of stock reuse from "Duel at Devlan," Dylamug accidentally shows up in one scene for approximately a second near the end of the episode.



BONUS SWORD TO EVERYTHING: She-Ra transforms the Sword of Protection into a discus and throws it, with pinpoint accuracy toward a mountain, causing a boulder to fall to the ground, which is then used to block the path of the Evil Horde.



PORTRAIT OF DOOM

CAST

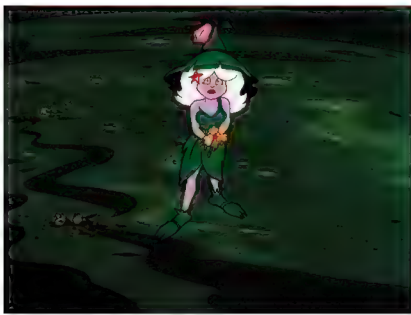
Adora, Bow, Broom, Catra, Entrapta, Frit, Glimmer, Hordak, Kowl, Madame Razz, Netossa, Queen Angella, Shadow Weaver, She-Ra, Spirit, Sprint, Spritina, Spunky, Swift Wind



MEMORABLE QUOTES

"Not even you can be two places at once!" *[Glimmer questions how She-Ra can save the day]*

"You may think you can't do anything special, Spritina, but to us you'll always be very, very special!" *[Bow has beautifully supportive words for Spritina]*



SYNOPSIS After another of Catra's failures, Shadow Weaver offers Hordak a solution to the problem the Rebels pose to the Horde. She plans to use one of the Rebels to do their dirty work for them.

At the Whispering Woods, Spritina frets that she hasn't a talent worthy of entering into the Summer Moon Festival. While Bow demonstrates his magic and Sprint performs acrobatics, Spritina bumps into an old woman who gives her a set of magic paints and suggests she try them out by painting her friends' portraits. As Spritina puts brush to easel, the woman slips away, revealing herself to be Catra in disguise.

The Rebels line up one by one to have their portraits painted by the seemingly talented Spritina, but after each one has their image displayed on the canvas, they disappear, reappearing as prisoners in magical portraits on the walls of the Fright Zone. Catra hastily demands to launch an attack on Bright Moon, but Hordak orders her to stand down.

Before Spritina starts to create a picture of Adora, Madame Razz rushes to the scene announcing that Catra has launched

her attack on Bright Moon. Adora makes her excuses and changes into She-Ra. The Princess of Power senses something suspicious about the paintings and leaves Madame Razz to investigate while she holds off Catra's attack.

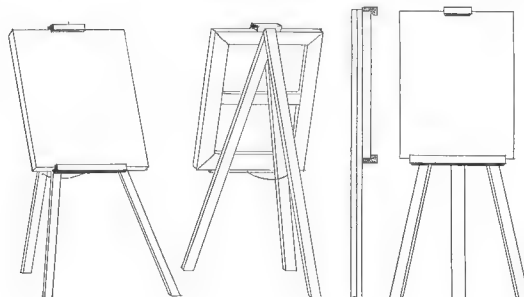
Spritina reluctantly reveals that an unknown woman had given her the set of magic paints, which raises Madame Razz's suspicions. She and the Twiggetts cast a spell to find their friends. Learning that they are trapped in the portraits, Spritina bravely takes off without hesitation for the Fright Zone to rescue them, with Sprint by her side.

At the Fright Zone, Hordak threatens to imprison the trespassing Twiggetts, but She-Ra breaks in to save them. As the Twiggetts remove the paintings and head for safety, She-Ra lures the vengeful Catra away from them, slicing her air cruiser in half and forcing the villain to abandon her mission.

Back at the Whispering Woods, Madame Razz conjures the trapped Rebels out of their painting prisons, while Bow reassures Spritina that she doesn't need a special talent to be special to them.

MORAL LOO-KEE. "Hi! It's Loo-Kee again! Did you find where I was hiding today? No? Well, I'll give you another chance. Look carefully! I'm over here! In today's story we saw how Spritina wished she could play an instrument like Bow. But you know, what really matters is to make the best of what you have and not waste your time wishing you were like somebody else. Bye now! See you next time!"

REVIEW Though the premise is filled with possibilities, this episode suffers because it acts too hastily right at the point when Catra does. J. Larry Carroll's selection of the sweet, placid Spritina as an unknowing mole for the Horde is effective, but the story loses momentum by focusing on Catra's attack on Bright Moon. Had the script dealt more with the paints and Spritina's feelings of insecurity, it might have scored higher. As it stands, despite the queues of people lining up to pose for Spritina, having only four paintings of four Rebels on the walls of the Fright Zone barely puts a dent in the strength of the Rebellion. This episode ends up being more of an unfinished school art project than the one-of-a-kind masterpiece we were hoping for. **5/10**



SAME/AS

The sequence of Queen Angella and Glimmer conversing and then flying into battle was previously used, albeit with mirrored shots, in "Return Of The General."

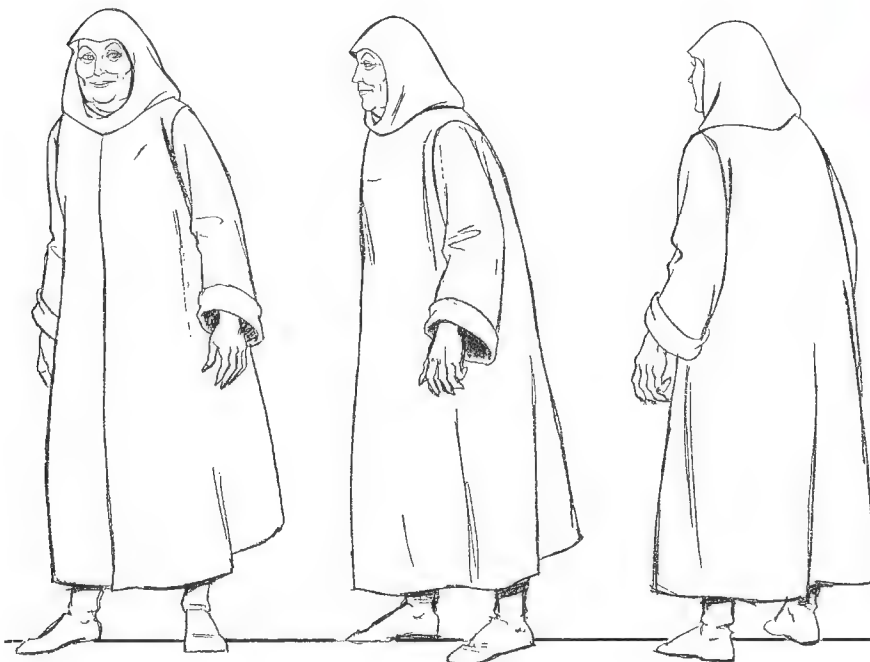
The animation of Adora peering out from behind the bushes was originally used in "The Missing Ax."

Madame Razz's "Mazze Fazzle" animation sequence is based on similar sequences (with different Twiggets) from the episodes "Beast Island" and "The Wizard."



DELETED SCENES

An opening scene heavily cut for time had Catra attacking a Twigget village on the edge of the Whispering Woods. She-Ra, Bow, and Netossa defeat Catra and the Horde Troopers. This explains Hordak's comments about Catra's failure at the start of the episode.



The sequence in which She-Ra lassos the Bat-Meks and pulls them together was previously used in the episodes "Treasure of the First Ones" and "Return Of The General."

The animation of She-Ra slicing the Annihilator in half with Catra parachuting to safety was used in "Return Of The General," but with Hordak in place of Catra.

TRIVIA

- Erika Scheimer voiced Sprint three times in the series with three quite different voices.
- This episode features the last appearances of Madame Razz and Broom.
- Hordak bizarrely refers to Sprint and Spiritina as a "Twigget army."
- This episode borrows a few sequences from "Return Of The General."
- Frit, from "Play It Again, Bow," makes a brief cameo at the end of the episode. In the script it is stated that he is preparing a statue of She-Ra for the festival.
- The plot of this episode would be reused in an episode of Filmation's *Ghostbusters* titled "The Haunted Painting," also written by J. Larry Carroll.



HORDAK'S POWER PLAY

CAST Adora, Bow, Catra, Dr. Blankfort, Hordak, Kowl, Larg, Shadow Weaver, She-Ra



MEMORABLE QUOTES

"Larg's eight feet tall . . . Larg's three hundred pounds . . . Larg's big! Larg's tough!" [The two villagers explain Larg in great detail to She-Ra and Bow]

"Eight feet tall and three hundred pounds. That must be him." [She-Ra immediately spies Larg]

"Horde Prime will be pleased. Perhaps he'll even give me a new name . . . Hordak the Invincible . . . Hordak the Fearless . . ." [Hordak desires a new moniker]

"How about Hordak the Humble?" [She-Ra adds her own moniker to Hordak's list]



SYNOPSIS Hordak shoots down an Argonian spaceship and demands his troops collect it for him. He wants its power cell so that he can use it to charge a machine that will generate a protective dome over the Fright Zone to keep the Rebels from intruding.

Adora and Bow receive word of the grounded craft and head to the village of Flax to investigate. They find Larg, a giant alien, forcing the people of the village to repair his ship. Adora changes into She-Ra to confront him, and the two engage in a battle, with Larg mistaking She-Ra for a member of the Horde. When She-Ra gains his trust, he explains his situation. However, Hordak arrives, traps both Bow and Larg under a pile of rubble, and knocks She-Ra unconscious with sleep rays.

When She-Ra wakes and Bow and Larg dig themselves out of the rubble, they realize that Hordak has stolen Larg's ship—and that the onboard power cell will explode in a matter of hours, destroying all of Etheria. The three of them head for the Fright Zone but are met by heavy defenses. While Catra

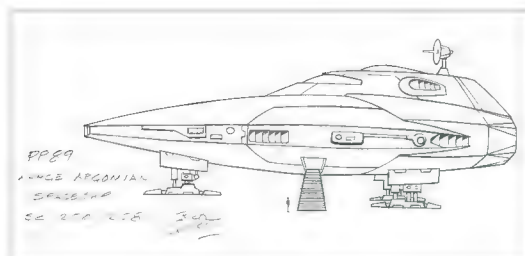
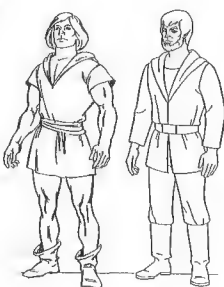
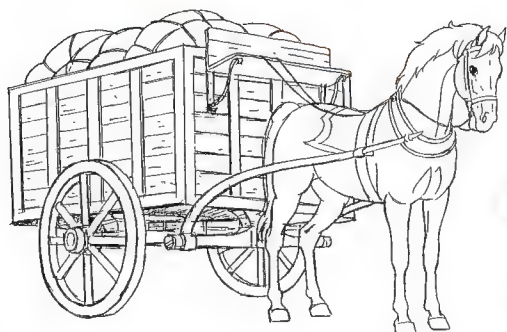
and her Horde Troopers aim to keep them at bay, Hordak and Shadow Weaver insert Larg's ship's power cell into the generator, which begins to create a force field around the Horde headquarters. She-Ra, Bow, and Larg slip inside and confront Hordak. With the power cell damaged, the generator malfunctions, causing the force field dome to slowly close in on everyone. Fearing they will be crushed, Hordak and Shadow Weaver attempt to break through the dome with their powers but have no luck. She-Ra uses her might to drill a hole in the dome and climb outside. Dangling her rope back into the Fright Zone, she lassos the generator, pulls it out of the dome, and swings it into space, where it explodes, illuminating the Fright Zone.

As She-Ra drops to safety, the remains of the dome envelop Hordak, trapping him long enough for Larg and the Rebels to escape.

At the outskirts of the Whispering Woods, She-Ra announces that she has contacted Larg's people to come and rescue him, and she and Bow bid him farewell.

MORAL LOO-KEE. "Hi, everybody. It's your friend Loo-Kee again. Did you find where I was hiding today? If not, here's another chance. See me? Here I am! In today's story, Larg mistreated the villagers because they were different from him. He was wrong. No one likes to be treated badly. Always remember that other people want to receive the same respect and understanding that you do. Bye now. See you next time!"

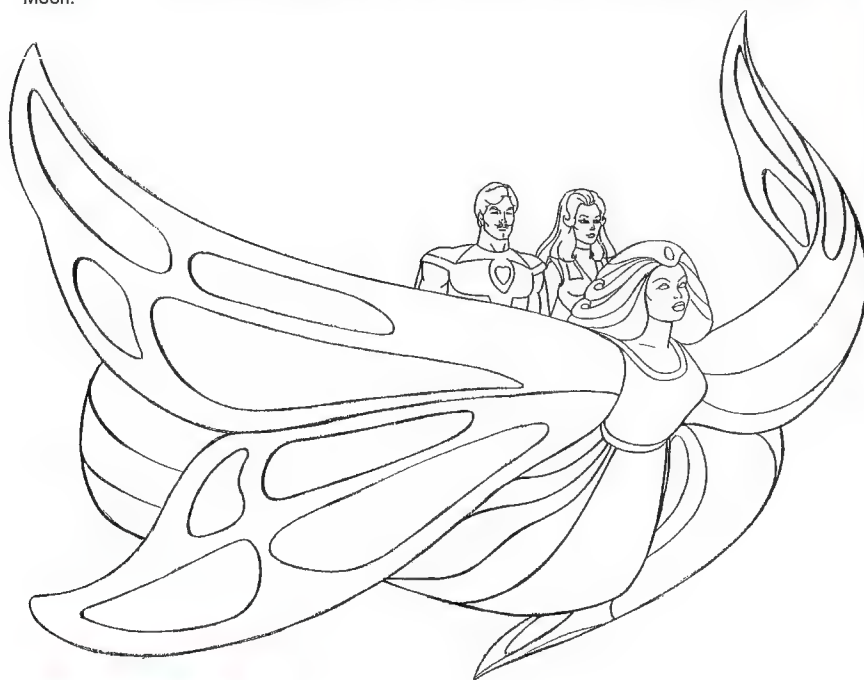
REVIEW For someone so big, we want Larg to be more forceful and less of a meathead. Someone of his stature could prove a real threat to an entire peaceful village, but he ends up just pushing a couple of villagers around. The final joke is set up early, but it disrupts the episode's flow; in one breath, the whole of Etheria is doomed, but in the following scene, Larg and She-Ra sit around discussing his nutritional needs. While the dome closing in on the Rebels and the Horde ups the stakes, it's not explained how or why this is happening, and we never get the sense Etheria is in much danger. The direction is weak and the story only lukewarm, making this episode far less powerful than the title would suggest. **4/10**



SAME/AS

The scene of She-Ra punching the Destructo Tanks and causing them to pile up is based on the same sequence featuring He-Man in "Battle For Bright Moon."

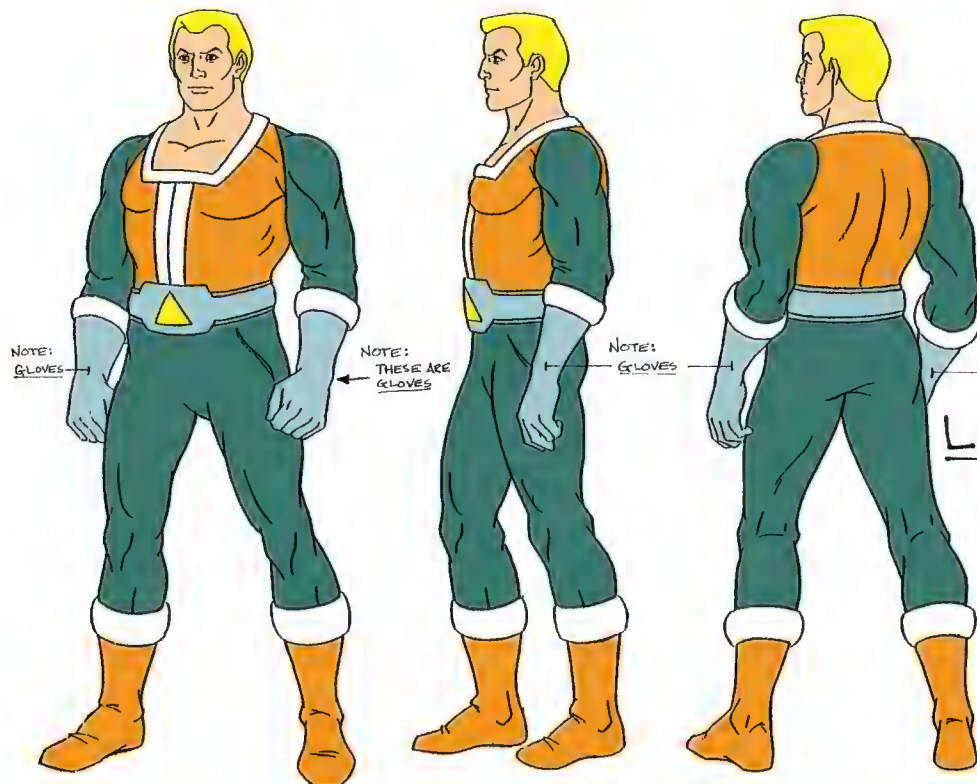
The shot in which Hordak's Command Crawler takes aim at She-Ra was previously used in "The Price of Freedom" when Hordak takes aim at He-Man.



DELETED SCENES

In the script, when the Horde Troopers charge at She-Ra with the log, she punches it, whereas in the episode she kicks it.

As Catra charges at She-Ra and Larg, a Horde Trooper can be seen simply standing behind them. In the script the Horde Trooper takes aim at She-Ra and prepares to fire before being knocked over by Catra.



LARG

8 FT. TALL
300 LBS. — ALL MUSCLE

TRIVIA

- This episode twice features a piece of music unique to the episode. It can be heard when Dr. Blankfort searches for the Rebels and again, near the end of the episode, when the force field closes in on Hordak.
- The Butterflifer from the Princess of Power toy line makes an appearance at the start of the episode.
- Larg is voiced by George Dicenzo.
- Hordak introduces two new Horde vehicles in this episode: Crusher and Pit Bull.



CAST

Leech, Light Hope, Man-At-Arms, Mantenna,
Orko, Rattlor, Shadow Weaver, She-Ra



"Well, last time I messed up she turned me into a giant flower for three whole days!"
[Grizzlor recounts an incident with Shadow Weaver to Dylamuq]

"Just think what you could do if you only had skates." [She-Ra borrows a line (and a scene) from He-Man]

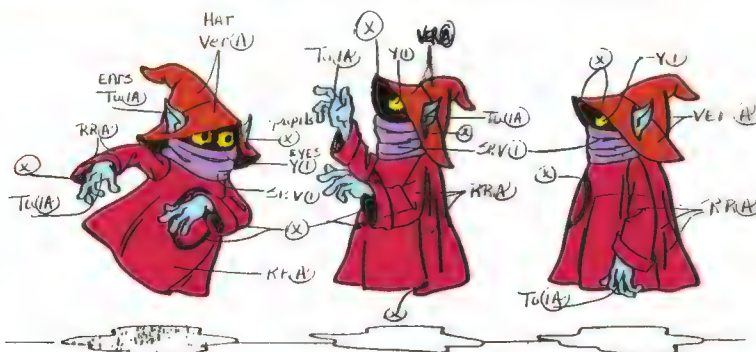
SYNOPSIS While Shadow Weaver conjures up her terrifying Shadow Beasties from a bubbling lava pool in Horror Hall, Man-At-Arms and Orko deliver electric force shields to the Rebellion to help them in their fight against the Horde. The Eternian heroes' visit is well timed, as the Rebels could use the shields and their help against the Shadow Beasties that are now attacking Thymor village.

Enraged, Shadow Weaver teleports to Thaymor to take on the Rebels herself. When Orko mocks her, she steals his shadow, leaving him weak and without his magic. She disappears back to Horror Hall, where she attempts to force Orko's shadow to

Back in Thaymor, She-Ra seeks the advice of Light Hope, who reveals that the Sword of Protection can get them to Horror Hall—but that Orko will have to catch his shadow and use his own magic to get them out.

MORAL LOO-KEE. "Hi! It's Loo-Kee again! Did you find where I was hiding today? No? Well, I'll give you another chance. Look carefully! I'm over here! In today's story we saw how Shadow Weaver tried to take something that didn't belong to her . . . And we saw what happened. Remember, if you take something that doesn't belong to you, that's stealing. And stealing is always wrong! Bye now, see you next time!"

REVIEW We've never really noticed the characters' shadows in either the *He-Man* or the *She-Ra* series, and so the theft of Orko's is only pertinent to this particular episode. It is also the first we've heard of Orko's shadow and his magic being linked, which seems like a bit of a coincidence, seeing as we've known him for a good few years at this point. We are also left wondering what in the world Shadow Weaver will do with his magic, considering it only works well on the upside-down world of Trolla. Embarrassingly, the episode even has the Rebels repeating in unison Adora's magic words which she uses to transform into She-Ra—magic words that should have been kept secret. And then it takes three-quarters of the episode for the heroes to even arrive at Horror Hall. It's a shame J. Larry Carroll didn't do his research because this episode, from start to finish, is mightily confused. **3/10**



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SAME/AS

The creature that captures Glimmer was originally seen as Yog in the *He-Man* episode "Song of Celice."

The fight toward the end of the episode is reused heavily in both action and dialogue from the *He-Man* episode "Three on a Dare." This results in Mantenna spouting dialogue that only Skeletor would utter.

TRIVIA

- This episode features the last appearances of *She-Ra* characters Glimmer, Grizzlor, Leech, and Light Hope and *He-Man* characters Man-At-Arms and Orko.

- Dylamug was designed by character artist Craig Armstrong.

- Although voiced by George Dicenso once again, Dylamug sounds very different in comparison with his inaugural appearance in the series in "Duel at Devlan."

- This episode strangely reuses dialogue and action from an entire scene in the *He-Man* episode "Three on a Dare": She-Ra plays the part of He-Man; Bow and Man-At-Arms together play the part of Teela; Mantenna plays the parts of both Skeletor and Evil-Lyn; and Grizzlor, Leech, Dylamug, and Rattlor collectively play the parts of Beast Man, Mer-Man, Trap Jaw, and Tri-Klops.



DELETED SCENES

In the original script Man-At-Arms and Orko do not appear via a dimensional gate; rather, they simply walk into the shot and surprise She-Ra.

uses in "The Inspector." However, in this episode, they are small shields rather than the oversized transparent one that He-Man wielded in the earlier episode.

The electric force shields are described in the script as functioning exactly the same as the one He-Man



ASSAULT ON THE HIVE

CAST Beast Man, Catra, Comet Cat, Cringer, Crystal Sundancer, Dinosorb, Drone Seven, He-Man, Hordak, Netossa, Prince Adam, She-Ra, Skeletor, Sweet Bee, Swift Wind, Trap Jaw



MEMORABLE QUOTES

"We don't want to hurt anyone, but we will have a lot of Bee People to ... convince." [Skeletor prepares to enslave an entire race of people]

"Aren't you going to do me?" [Cringer is astonished not to be transformed into Battle Cat]

"Our people are peaceful colonists, you bone-faced monster!" [Drone Seven has some strong words for Skeletor]

"Fetch." [He-Man amusingly orders Comet Cat to retrieve an escaping Skeletor]

"You ought to know me better than that by now, He-Man!" [Skeletor's final exchange with He-Man in the Filmation cartoon is highly appropriate]

SYNOPSIS Skeletor intercepts an intergalactic message between She-Ra and Sweet Bee. While She-Ra invites Sweet Bee to settle on Etheria again, the bee woman maintains that her people are still not equipped to live on a war-torn planet. Skeletor sets off to take control of the *Hive*, Sweet Bee's mother ship, plotting to use her people as his slaves to take on the might of Horde Prime.

Skeletor, Beast Man, and Trap Jaw board the *Hive* and throw sleeping gas grenades at the Bee People, rendering them helpless. Hearing their cries, Sweet Bee spots Skeletor and makes a quick getaway in her spaceship, narrowly escaping his firepower.

After retrieving stolen tax collections from the Horde, She-Ra spots a spacecraft entering Etheria's airspace. She takes to Swift Wind and gives chase, finding Sweet Bee in the cockpit and desperate for her help.

On Eternia, Prince Adam is fishing in the abyss around Castle Grayskull when he gets a telepathic call from She-Ra. She asks for his help to free the Bee People from Skeletor's control, and so he transforms into He-Man and joins her on Etheria. While Sweet Bee

leads the way into the cosmos, Swift Wind carries She-Ra and He-Man as far as he can in space and then summons Crystal Sundancer, a blazing space Pegasus, to carry them the rest of the way.

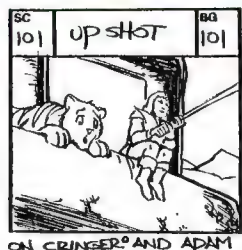
Aside from the Bee People's defense cannons, Skeletor learns that there are no weapons aboard their ship but uses his magic to force them to fight for him.

She-Ra and Sweet Bee pursue the *Hive* while He-Man rescues the Meteorb known as Comet Cat from a pair of threatening Dinosorbs. To thank him, the space creature leads He-Man back to his sister. After escaping from the Bee People's stun beams and Trap Jaw's Freeze Ray, the heroes board the *Hive*. While Beast Man and Trap Jaw flee the scene, Skeletor attempts to take control of the ship but is caught in the jaws of Comet Cat.

After Skeletor retreats to Snake Mountain, Drone Seven thanks She-Ra and He-Man for rescuing them, adding that the Bee People have learned the importance of fighting for their freedom and have chosen to join the people of Etheria in the fight against evil.

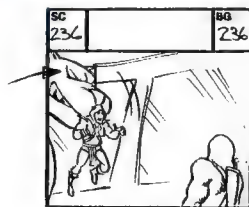
MORAL LOO-KEE. "Hi, there! Did you see me today? If not—here's another look! Here I am! In today's story, Sweet Bee and her people were looking for a place to live in peace. But Skeletor made it very difficult for them. As the Bee People discovered, if you really want something, you have to work hard to get it. But if it's important enough, the way freedom and a new home were to the Bee People, it's worth working for! Bye now! See you soon!"

REVIEW This memorable episode feels like a return to the good old days when storytelling in the *She-Ra* series meant something. The pacing is excellent, the story exciting, and while any hint of He-Man's attraction to Sweet Bee is gone, his final meeting with Skeletor is fun. With the cameo of Cringer, and the involvement of both Beast Man and Trap Jaw, this episode brings the *He-Man and the Masters of the Universe* story to a satisfactory ending. Amid much more exciting action than we've seen in most of the second season, the addition of the Bee People makes us realize just how large the Rebellion has grown. Although we'd never actually see it, ten thousand insectoid allies would surely be an asset in a grand final battle with the Horde. With a few exceptions, Bob Forward effectively saved season 2, and this episode is his last gift to us. 8/10

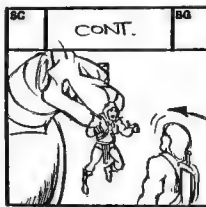


ON CRINGER AND ADAM
CRINGER CONT.
are you sure there are fish in the Bottomless Abyss?

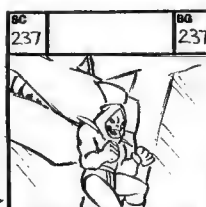
LAYOUT NOTE: FOR FULL A-B PAN SEE SC. 106



ON HE-MAN AS COMET CAT FLOATS INTO SC.



HE-MAN TURNS HEAD AND LOOKS UP OS.



CLOSER ON SKELETOR.

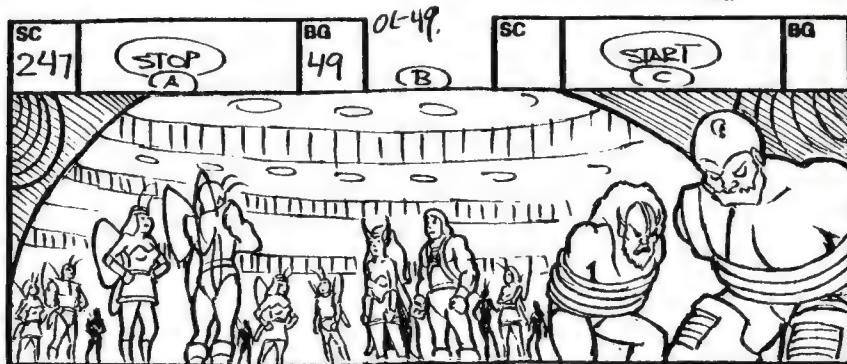
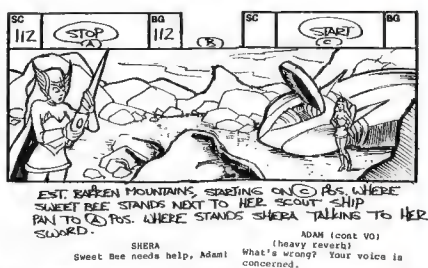
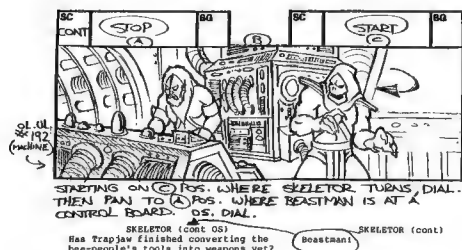
BE-MAN (casual humming) V.O.

SAME/AS

During the flashback at the beginning of the episode we see footage from "Sweet Bee's Home."

Many of Crystal Sundancer's animation sequences are based on Swift Wind's stock movements.

The sequence which shows Trap Jaw changing his arm attachment was originally used in the *He-Man* episode "Diamond Ray of Disappearance."



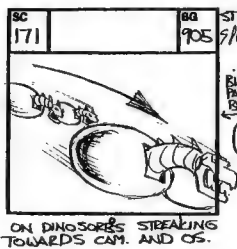
STARTING ON (C) POS. WHERE TRAPJAW AND BEASTMAN ARE
TIED UP, PAN ACROSS THE MAN AND SHERA TO (A) POS. .
WHERE SWEET BEE AND DRONE SEVEN STAND.

DRONE SEVEN V.O.
Thank you so much for coming to our
aid, Shera and He-Man.

DELETED SCENES

The original script states that Skeletor should be striding triumphantly down a corridor aboard the *Hive*, flanked by both Beast Man and Trap Jaw, as they slowly conquer the Bee People.

The script makes no mention of the small splash sound effect that is heard when Prince Adam drops the fishing pole into the bottomless abyss.



HE-MAN (cont VO)
I'll take care of these high-speed
lizardst



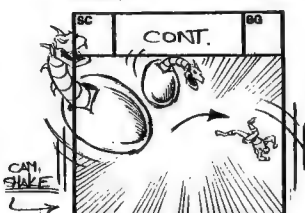
ZOOM INTO SC.



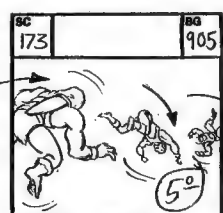
RAISES ARM⁰, FIRES RAY
OS.



THEN RAISE'S OTHER
— ARM AND SHOOT



DINOSAURS AND HE MAN
COLLIDE THROWING ALL
OS. HE-MAN



ON HE MAN AS HE TUMBLES
HEAD OVER HEELS INTO
DISTANCE.



CLOSE ON TRAPJAW
(1st POSE)



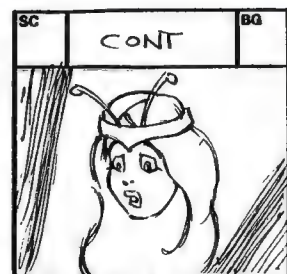
FIRES STUN RAY OS.

SFX: ZZZiiiTTT

SKELETOR V.O.
Sleep-gas and stun-rays only,
my evil henchmen! No one must be hurt!

TRIVIA

- This is the only episode to feature the Crystal Castle and not include Light Hope.
 - Sweet Bee was designed by character artist Dale Hendrickson.
 - In this episode, just after He-Man's scene with Cringer, we are treated to the only appearance of an unusual reverse-spinning Sword of Protection scene transition.
 - Sadly, He-Man shows none of the romantic attraction he felt toward Sweet Bee during their last meeting in "Sweet Bee's Home."
 - This episode features the first and only appearance of Crystal Sundancer from the Princess of Power toy line. Also, Comet Cat and the Dinosorbs from the Masters of the Universe toy line make an appearance.
 - This episode marks the final appearance of the heroes and villains from the *He-Man* series.
- 



SWEET BEE EYES OPEN

SWEET BEE CONT.

I cannot tell
you how much my people and I appreciate
what you did for us!



THE BIBBET STORY

CAST Adora, Arrow, Bow, Dee, Elder, Hordak, Koo, Mantenna, Rahv, Scout, Shadow Weaver, She-Ra, Spirit



MEMORABLE QUOTES

"The last time he gave me a guarantee I lost fifty Bat-Meks ...!" [Hordak recalls a previous incident with Mantenna]

"I think they have the right to choose to fight—or not fight." [Adora explains the Bibbets' freedom of choice to Bow]

"I can't transform to She-Ra without my sword, so ... I'll have to use ideas instead of muscles!" [Adora prepares to fight the Horde without She-Ra]



SYNOPSIS Mantenna leads an attack on She-Ra in the town of Devlan, but the Princess of Power easily overcomes the odds and forces the Horde to retreat. At the Fright Zone, Shadow Weaver notes that the loss will cost them dearly and a new robot factory will need to be built, naming the serene environmental paradise known as Bibbet Land as an ideal location.

With Hordak planning to enslave the little Bibbets to do his bidding, Adora and Bow take a walk in Bibbet Land, observing their peaceful surroundings. As night falls, they lie down to sleep but have their weapons stolen by Dee and Koo, two spying Bibbets. The Rebels wake and give chase but are snared in the Bibbets' forest traps. Mistaking Adora and Bow for Horde members, Dee and Koo march them to their village.

While Adora and Bow explain their allegiance with the Great Rebellion, Dee and Koo maintain that the Horde must be driven from Bibbet Land, citing the new factory. The Bibbet Elder disagrees with Dee and Koo's forthright opinions, preferring to live peacefully. When Dee and Koo take Bow and Adora's weapons to tackle the Horde by

themselves, the Rebels pursue them in case they get into trouble.

After springing an ambush on a pair of Horde Troopers, Dee and Koo are captured and imprisoned in the factory. Adora and Bow distract the Horde Troopers long enough to slip inside and release the captured Bibbets. Adora reclaims her sword and transforms into She-Ra, while Bow gets Dee and Koo to safety.

Desperate to defend the factory, Hordak launches a Bat-Mek attack on She-Ra, but she destroys them. As Hordak releases more robots, She-Ra is surprised to see the Bibbets arrive to lend her a hand, tripping Horde Troopers up with ropes and firing large fruit to immobilize Destructo Tanks. With one tank left to take down, She-Ra picks up the great machine and hurls it at the factory, destroying them both in one fell swoop.

Back at the Bibbet Land village, the Elder Bibbet tells She-Ra he has learned the importance of fighting for your freedom, with Bow conceding that he has learned that sometimes it takes great strength not to fight.

MORAL LOO-KEE. "Hi, everybody! Did you see me in today's show? You're not sure? Take another look! Here I am! In today's show, Koo and Dee were so anxious to show off how brave they were that they ran off to fight the Horde on their own—and almost got in serious trouble! But fighting doesn't prove how brave you are. Sometimes it takes more courage to walk away from a fight! Bye now!"

REVIEW This episode takes its springboard from She-Ra's frequent trashing of Horde machines. The opening reuse of footage is excessive, but unlike most same/as scenes, it actually serves the story and sets up the confrontation in Bibbet Land. Most small villages in the series are depicted as peaceful at heart, so it's nice to see the tiny Dee and Koo go against the grain by aggressively taking on the Horde, comically dwarfed by Adora and Bow's large weapons. We do wonder why the longer-legged Rebels couldn't catch up with the hotheaded Bibbets, and perhaps an individual villain would have been more compelling than simple Horde Troopers, but this episode is largely inoffensive, if not exactly worthy of its status as the penultimate of the series. **5/10**



SAME/AS

She-Ra's opening battle with the Horde Troopers in the town of Devlan uses a plethora of action scenes from previous episodes. Most notably we see She-Ra slicing up the single glonda, then running and leaping while deflecting laser blasts, and finally leaping out of the way and causing two glondas to collide, all of which are from "Duel at Devlan." Also notable are the sequences in which we see She-Ra pick up two Horde Troopers, which was originally used in "Play It Again, Bow," and She-Ra using the Sword of Protection to open the ground, which was used in "A Loss for Words."



The expressive animation of Mantenna falling down the trapdoor was previously used in the episodes "A Loss for Words," "For Want of a Horse," "Flowers for Hordak," and "A Lesson In Love."

The animation of Adora waking up startled is taken from her journey through space in "Darksmoke and Fire."

DELETED SCENES

In a piece of removed dialogue, Hordak blames Mantenna for the destruction of the Bat-Meks. In fairness to both Mantenna and the final episode's omission of this dialogue, no Bat-Meks are present in the opening battle.

The script states that Bow should be whistling when approaching the Horde Troopers. However, in the episode he is humming loudly to himself.



TRIVIA

- This is Marsh Lamore's last contribution to the *He-Man and She-Ra* series after directing a total of twenty-eight episodes.

- The script states that when the robot factory is first discovered, the scene must give the feeling of many troopers on guard. In total, two troopers are shown.

- The Bibbets were designed by character artist Charles Zembillas for the *He-Man* episode "Search for the Past" but never used. The script mentions that the character models are available.

- When Loo-Kee reveals where he was hiding, he is shown standing in front of the trees, whereas in the episode he is behind them.



SWIFTY'S BABY

CAST Bright Wing, Catra, Hordak, Imp, Koo, Mantenna, Scout, Shadow Weaver, She-Ra, Starr Wind, Swift Wind, Swift Wind's Baby, Unicorn King



MEMORABLE QUOTES

"It's tiny, but it's the biggest thing that ever happened to me." [Swift Wind hints at his life-changing news]

"Let's go see this tiny but biggest wonderful super secret special surprise." [She-Ra is excited to learn of Swift Wind's life-changing news]

"I hate babies!" [Hordak fails to celebrate the news of Swift Wind's baby]

"She-Ra... Mantenna's got Starr... Save her... Save our baby..." [An injured Swift Wind pleads for She-Ra's help]

"This is all the thanks I need!" [She-Ra's final piece of dialogue in the Filmation cartoon]

SYNOPSIS After She-Ra defeats a Horde attack on Bibbet Land, Imp follows her and Swift Wind to Unicorn Island, learning that Swift Wind and his mate, Starr Wind, are expecting a child. Imp believes that Hordak could use this news to his advantage.

While She-Ra congratulates Swift Wind and Starr Wind, Shadow Weaver suggests kidnapping Starr Wind and holding her hostage. Thinking She-Ra will rescue her, the Horde plan to trap the Princess of Power in an unbreakable frezzlin cell on Beast Island, thus forever ridding them of her meddling.

The Horde attack Unicorn island and successfully snatch Starr Wind. With Swift Wind unable to free her from their clutches, Starr Wind is taken to Beast Island and imprisoned.

Panicked, Swift Wind tells She-Ra that Starr Wind must give birth to their baby on Unicorn Island or it will not become a unicorn like them. The great Unicorn King offers to help and assembles a group of unicorns to take on the Horde.

Hordak erects a protective force dome over Beast Island, so that when She-Ra and the unicorns arrive, they will be unable to reach the island. She-Ra dives into the ocean,

drills a hole in the seabed, and emerges in Starr Wind's prison. With the unicorn mare about to give birth, Hordak traps She-Ra in a frezzlin cell, boxing her into the small, inescapable prison.

Outside, Swift Wind grows anxious and dives into the water against the Unicorn King's advice. He swims through the tunnel dug by She-Ra and arrives on Beast Island. He switches off She-Ra and Starr Wind's frezzlin cells and imprisons Hordak instead, but water begins to lap up into the room through the tunnel created by She-Ra.

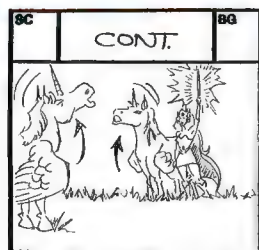
Unable to move Starr Wind, who is in labor, She-Ra, the Unicorn King, and the group of unicorns travel to space, where they move both of Etheria's moons to slow the tides. Back on Beast Island, Starr Wind gives birth to the baby, safe and sound, but it is a simple horse, not a unicorn.

On Unicorn Island, Swift Wind and Starr Wind remark that their baby is just as precious to them whether he's a unicorn or not, but She-Ra has an idea. Summoning the power of Grayskull, she uses the magic of the Sword of Protection to transform the baby into a flying unicorn, just like them.



MORAL LOO-KEE. "Hi! It's Loo-Kee again! Did you find where I was hiding today? No? Well, I'll give you another chance. Look carefully! I'm over here! Today's story was about the most wonderful thing in the world—the birth of a baby. And why is it so wonderful? Well, it's because every child who is born, no matter who his parents are, the hope for all things good and beautiful is born again! Bye now, see you next time!"

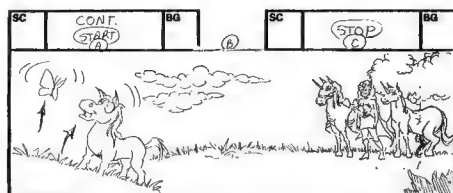
REVIEW This episode changes the dynamics of the *She-Ra* series right at the end. While it is marred by both a contradictory conclusion and the gratuitous use of elements from previous episodes, "Swiftly's Baby" is home to some standout scenes for She-Ra and, especially, Swift Wind. The collective joy felt by She-Ra, Swift Wind, and Starr Wind as they celebrate their family news is beautifully written and accompanied by the perfect musical score. The episode also has one of the best climaxes in a long time: Swift Wind plunging into the sea to save his betrothed has to be the pinnacle Swift Wind moment we've been waiting ninety-something episodes for. This episode has some clumsy moments, but out of the last batch of episodes we are given, it is by far the most suited to being She-Ra's final outing. **7/10**



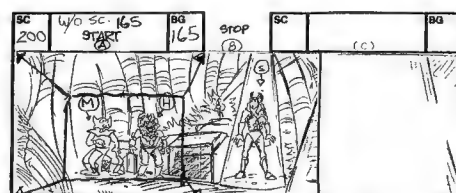
SWIFTY AND STARR WIND RAISE HEADS AND TOGETHER WITH SHERA SHOUT

SHERA/SWIFT WIND/STARR FOR THE HONOR OF GRAYSKULL!

ANIM NOTE
 SHERA TURNS HEAD
 Hook Up



BABY RAISES HEAD AS BUTTERFLY FLUTS UP, PAN THEN TO (C) POS WHERE SWIFTWIND, SHERA AND STARR WIND STAND



START ON (A) POS. TRUCK OUT PAN OVER TO (C) POS.

SWIFTY'S BABY
 (Ad Lib - coltish whiny)

SAME/AS

A great deal of footage in this episode—including Hordak and Mantenna in the *Sea Fright*, Mantenna and the Capture Bots, the Force Field Generator, and much of the footage of the Unicorn King himself—was previously used in “The Unicorn King.”

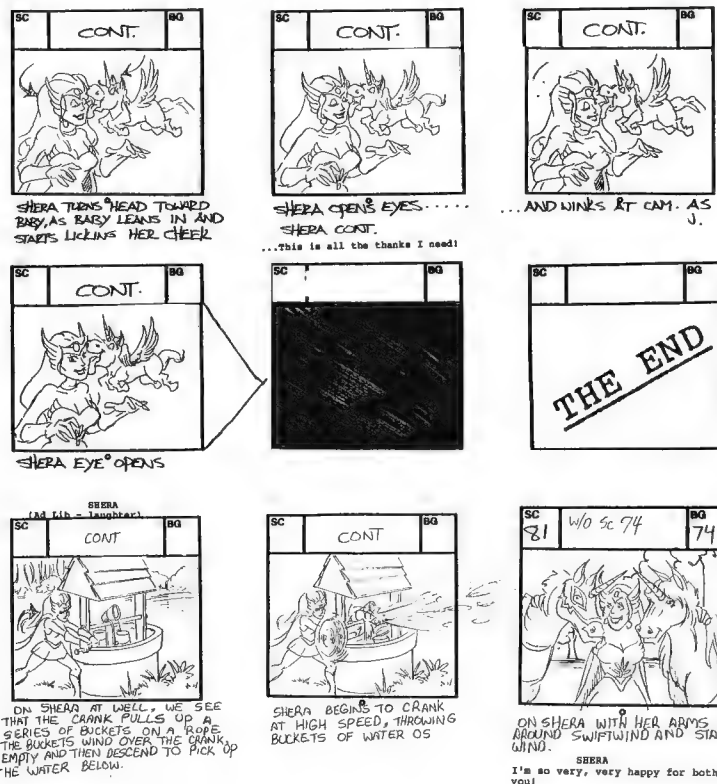
The sequence in which She-Ra points the Sword of Protection at the screen and transforms it into a shield was originally used in “Unexpected Ally.”



DELETED SCENES

An amusing scene removed from the episode had Hordak sitting atop Mantenna's shoulders in an attempt to keep his feet dry when trapped in the frezzlin cell. Mantenna groans, and Hordak

remarks, “Oh, quit complaining! Wet feet never hurt anybody!” At which point Mantenna was to sneeze.



TRIVIA

• Although he was heavily involved in both the *He-Man* and *She-Ra* series as the executive vice president of creative affairs, this is the first time Arthur Nadel is credited as a writer on the series.

• This is Ed Friedman's last contribution to the *He-Man* and *She-Ra* series, having directed a total of twenty-five episodes.

• “Swift’s Baby,” the last episode of the series, and “Into Etheria,” the first episode of the series, share the same title card background.

• Adora does not appear in the series finale at all.

• This, the final *She-Ra* episode, features the biggest series-altering possibility since our heroine first arrived: Swift Wind’s new fatherhood.



BONUS IMP-ISH BEHAVIOR: Imp transforms into a raven in order to make the long flight from Bright Moon to Unicorn Island.





CHAPTER 5

SPECIALS

Filmation was no stranger to producing specials. Long before *He-Man* and *She-Ra*, the company had made numerous successful holiday specials that were televised regularly for decades.

Prior to the debut of *He-Man and the Masters of the Universe*, a decision was made to promote the cartoon on a grand scale. Filmation combined three of the earliest episodes of *He-Man*—"Diamond Ray of Disappearance," "Teela's Quest," and "Colossor Awakes"—and premiered the feature, titled *The Greatest Adventures Of All*, at Mann's Chinese Theatre in Los Angeles. The street was closed down, and actors dressed up as the characters from the show entertained the hordes of children that lined the streets. The special was subsequently released on VHS and became one of the biggest-selling *He-Man* videos of all time.

After production had wrapped on the first thirty-three episodes of season 2, a decision was made to create a special in order to promote the following year's batch of thirty-two episodes. "Day of the Machines," "The Cat and

the Spider," and "Trouble in Trolla" were combined to form the direct-to-video special *Skeletor's Revenge*. The special was highly memorable due to the beautifully animated sequences which featured Skeletor talking to both his warriors and the audience. The special was also televised in order to promote the final batch of *He-Man* episodes.

With the *She-Ra* series set to debut, Filmation once again wanted to promote the cartoon on a grand scale. They took the first five episodes of *She-Ra* and edited them together to form a feature-length movie, which they titled *The Secret of The Sword*. Although some at Filmation would have preferred an actual movie script to have been written, the animated feature was well received by the fans of both shows.

The last Filmation *He-Man* and *She-Ra* feature-length production was *A Christmas Special*. The special was created in between the first and second seasons of *She-Ra*. While its tone may have deviated from the mysterious world of Eternia and the highly oppressed world of Etheria, it was a heartfelt and highly appropriate Christmas-themed special.

THE GREATEST ADVENTURES OF ALL

CAST Sorceress, Zoar



MEMORABLE QUOTES

"Within these walls are mysterious secrets . . . and powers beyond imagination." [The Sorceress reveals little to the audience about Castle Grayskull]

"That is Skeletor . . . demon from another dimension." [The Sorceress hints at Skeletor's origin]

"I must go as Zoar the falcon . . . to keep watch over Eternia and help the one whose appearance was foretold to legend . . . The remarkable hero who is the most powerful man in the universe . . . He-Man!" [The Sorceress delivers an impressive final piece of dialogue]

SYNOPSIS The Sorceress's voice guides us, the audience, through the dimensions of time to Eternia. As we see a variety of locations across the planet, she explains that Eternia is home to highly advanced science and technology while also being a land of sorcery and magic. At Castle Grayskull, the Sorceress introduces herself, transforming from her falcon form of Zoar and revealing that mystical secrets and powers beyond imagination are held within the castle's walls. She then directs us to her living pictures, which, she informs us, tell the stories of a wondrous hero. [The show's introduction sequence plays]

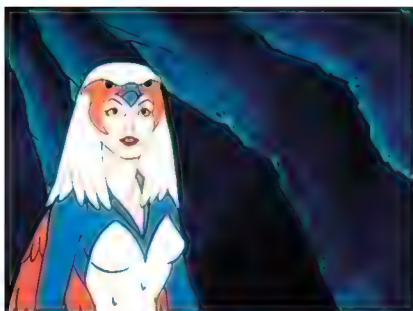
Skeletor's laughing face appears in one of the living pictures as the Sorceress explains that the Lord of Destruction is a demon from another dimension and that none of the sinister beings that threaten Eternia are as powerful as he. She then walks past a gallery of images featuring Beast Man, Evil-Lyn, and Mer-Man before coming to a stop in front of an image of Snake Mountain. The Sorceress reveals that Snake Mountain is

where Skeletor and his Evil Warriors hatch their plots to defeat He-Man. ["Diamond Ray of Disappearance"]

The Sorceress guides us through a gallery of images featuring He-Man's friends and allies: Battle Cat, Ram Man, Stratos, Man-At-Arms, and Teela. Leading us to another living window, she explains that Teela is very special to both her and Man-At-Arms. ["Teela's Quest"]

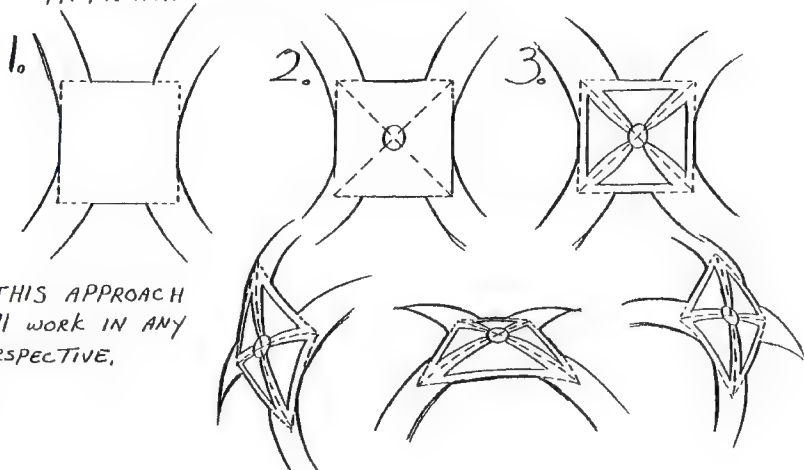
The Sorceress informs us that He-Man never revealed the secret of Teela's past and that as Teela returned to her duties at the palace, Skeletor was already in the midst of a new plan to defeat Eternia. ["Colossor Awakes"]

The Sorceress guides us to yet another gallery of living pictures, revealing that each has a story of its own and, in time, we shall see these adventures for ourselves. Aware that night is falling on Eternia, the Sorceress transforms into Zoar and leaves Castle Grayskull, stating that she must keep watch over Eternia and help the one whose appearance was foretold to legend—He-Man.

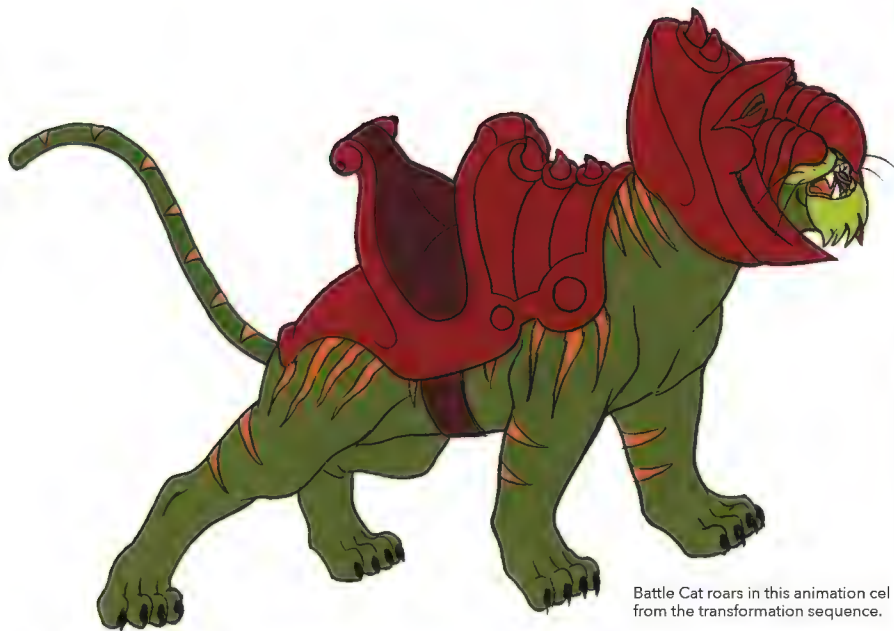


REVIEW The wraparound sequences for this special are nothing short of wonderful. Linda Gary gives both authority and kindness to the Sorceress's voice, and the animation complements this throughout. The dialogue is, at times, wonderfully scripted, with the Sorceress delivering some beautiful speeches. The idea of Castle Grayskull having a vast gallery of living images is something that should have been addressed in the show itself. While the inclusion of "Colossor Awakes" seems somewhat questionable, the first two episodes are perfect and showcase two very different styles of storytelling that were featured across the series. 8/10

APPROACH TO HE MAN VEST:



THIS APPROACH
 will work in ANY
 PERSPECTIVE.



Battle Cat roars in this animation cel from the transformation sequence.

TRIVIA

- This animated special premiered at Mann's Chinese Theatre in Los Angeles.

- When compared to the regular introduction, the opening for this special is different. When He-Man announces the "evil forces of Skeletor," the jaw-bridge is represented by a cel instead of the regular painted overlay. Also, the Evil Warriors' heads appear in a different order than they usually do. And most notably of all, Skeletor's face does not appear, although his laugh can be heard.

- Originally this special was going to feature four episodes: "Diamond Ray of Disappearance," "Dawn of Dragoon," "Teela's Quest," and "Song of Celice."

- At the end of the episode we see still images representing other episodes of the series: "Evil-Lyn's Plot," "Masks of Power," and "The Dragon Invasion."

- When the *He-Man* logo appears onscreen before the end credits, we see it against an outer space background. In the TV spots that promoted the series, the *He-Man and the Masters of the Universe* logo was positioned atop this same background.

- A unique piece of music accompanies the Filmation logo at the end of the special.

- This special was released on VHS in the UK, and the episodes were also released individually. However, the individual episodes were taken from the special and awkwardly edited around the Sorceress's dialogue, resulting in peculiar beginnings and endings to the episodes.



Above and left: These two layout illustrations show He-Man from the transformation sequence.



SKELETOR'S REVENGE

CAST Beast Man, Evil-Lyn, He-Man, Panthor, Skeletor



MEMORABLE QUOTES

"You all know me, don't you?"

[Skeletor asks the audience an incredibly rhetorical question]

"Would you two like to take another guess before I turn you into salt-and-pepper shakers?" [Skeletor threatens Beast Man and Evil-Lyn in a most creative way]



SYNOPSIS At Snake Mountain Skeletor appears and addresses us, the audience. Beast Man and Evil-Lyn are also in the throne room and begin to heap praise onto Skeletor through fear of being punished. The Lord of Destruction transforms Beast Man into a frog. Skeletor then muses over the fact that He-Man always interferes with his schemes. In order to explain his point, Skeletor beckons us to look into the view screen on the council table, where an image begins to appear. ["Day of the Machines"]

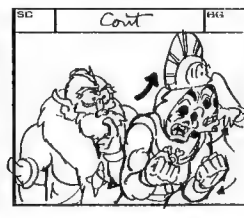
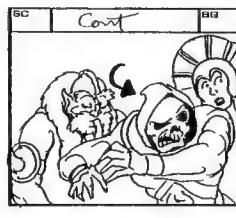
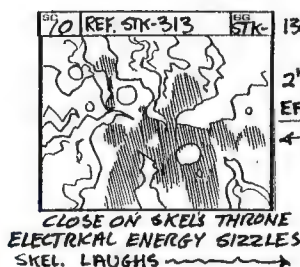
Back at Snake Mountain, Skeletor rhetorically asks both Beast Man and Evil-Lyn if they know why his plans are always ruined by He-Man. When they give their own disparaging reasons, Skeletor threatens to turn the pair into salt-and-pepper shakers. He blames his dependency on them for his constant failures and reveals that he has some new Evil Warriors. Through the view screen Skeletor introduces Whiplash, Kobra Khan, and Webstor. Skeletor explains that he has seen one of them, Webstor, in action, and once more an image in the view screen begins to take shape. ["The Cat and the Spider"]

The Evil Warriors consider He-Man's latest allies, Buzz-Off, Mekaneck, and Fisto, as Skeletor showcases each of them in his view screen. Skeletor begins to pet Panthor and states that one time he really believed he had defeated He-Man. When Evil-Lyn questions this statement, the view screen once more gives way to an image. ["Trouble in Trolla"]

Beast Man asks why they are unable to beat He-Man, prompting Skeletor to reveal that he has some new plans. Just as Skeletor wonders what it will take to rid himself of He-Man, the most powerful man in the universe appears in the throne room. Skeletor commands his warriors to attack He-Man, but both Beast Man and Evil-Lyn come up with their own feeble excuses and flee.

He-Man informs us that there are thirty-two exciting new episodes of *He-Man and the Masters of the Universe* soon to be making their debut. Skeletor leaps at He-Man but only ends up defeating himself by becoming trapped within a gate.

REVIEW This special is a mixed bag. While "The Cat and the Spider" is one of the best of the second season, "Day of the Machines" and "Trouble in Trolla" are just average. The most impressive thing about this special, by far, is the framing sequences featuring the Evil Warriors. The dialogue is both original and amusing, with Skeletor taking great delight in being the Lord of Destruction. However, what impresses most is the animation in the villains' scenes. From the explosive appearance of Skeletor to Evil-Lyn's Disneyesque gestures, Bob Arkwright shows just how beautiful the Filmation product could look. **7/10**



TRIVIA

• This direct-to-video movie was used to promote the 1985 batch of episodes.

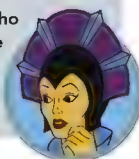
• Much of the Skeletor animation in this special was previously used in the episode "Evilseed," also directed by Bob Arkwright.

• Originally "The Gamesman" was going to be the third episode, but it was later replaced with "Trouble in Trolla."

• The sequence in which Skeletor expressively walks his fingers in front of a fascinated Beast Man was animated by Tom Sito, who also storyboarded this special.

• In the storyboards Skeletor was supposed to dive for He-Man and crash into the floor, rather than become trapped within the gate.

• Evil-Lyn mentions Tri-Klops, who fails to make an appearance in the thirty-two episodes from 1985.



Left: The character animation throughout the special, primarily the work of Bob Arkwright and Tom Sito, is fantastic to behold!



WRITTEN BY: LARRY DiTILLIO & BOB FORWARD
DIRECTED BY: GWEN WETZLER, LOU KACHIVAS, BILL REED, MARSH LAMORE & ED FRIEDMAN
FEATURES "INTO ETHERIA," "BEAST ISLAND," "SHE-RA UNCHAINED," "REUNIONS" & "BATTLE FOR BRIGHT MOON"
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THE SECRET OF THE SWORD

CAST Adora, Arrow, Battle Cat, Beast Man, Bow, Broom, Catra, Cringer, Glimmer, Grizzlor, He-Man, Hordak, Hunga, Imp, King Randor, Kobra Khan, Kowl, Leech, Madame Razz, Man-At-Arms, Mantenna, Prince Adam, Queen Angella, Queen Marlena, Scorpius, Shadow Weaver, She-Ra, Skeletor, Sorceress, Spirit, Sprag, Spritina, Sprocker, Swift Wind, Teela, Trap Jaw, Tri-Klops, Webstor



MEMORABLE QUOTES

"Can it be? After so long..." [The Sorceress muses over the appearance of the Sword of Protection.]

"You're mine now, stranger. You and this curious sword." [Adora holds the Sword of Protection for the first time]

"But you also had a twin brother." [The Sorceress's revelation changes everything we have come to know]

"For the honor of Grayskull, Adora..." [The Sorceress leaves Adora with possibly the most important words of her life]

"Just like the old days." [Skeletor echoes Hordak's sentiment]

"Today we win back our world!" [Glimmer prepares the Great Rebellion for their biggest fight]

"One battle does not win a war, She-Ra." [Hordak's words ring true]

"Farewell, She-Ra, Princess of Power!" [He-Man bids his sister a bittersweet farewell]



SYNOPSIS On Eternia, the Sorceress of Castle Grayskull is troubled by nightmares. In her dream, an armored figure kidnaps an infant and escapes through a dimensional gate. Waking with a start, the Sorceress finds a mysterious jeweled sword floating above her. It leads her to a locked door in the castle that swings open for the first time, revealing a dimensional gate. The Sorceress summons Prince Adam and hands him the jeweled sword, sending him through the dimensional gate to find its rightful owner.

Prince Adam and Cringer find themselves on the planet Etheria. They begin their search at the Laughing Swan Inn, where they find a group of Horde Troopers intimidating a bard. Prince Adam is able to defeat the Horde Troopers with the help of a hooded stranger who introduces himself as Bow. Bow and his companion, Kowl, suggest Prince Adam and Cringer join them in the safety of the Whispering Woods, the home of the Great Rebellion.

In the Fright Zone, Hordak, the ruler of the Evil Horde on Etheria, receives word about the incident in Thaymor. He demands the assistance of Force Captain Adora, who will help him set a trap to ensnare the perpetrators.

Meanwhile, in the Whispering Woods, Bow introduces Prince Adam and Cringer to Glimmer, leader of the Great Rebellion. As introductions are made, Madame Razz brings word that the Horde are enslaving the people of Thaymor, and that they will only stop when the Rebels responsible for the earlier display of defiance turn themselves in. Glimmer declares that the Great Rebellion will head to Thaymor and free the villagers from enslavement.

Arriving in Thaymor, the Rebels spot Force Captain Adora and a Horde Force Squad loading villagers into a slave transport. They launch a surprise attack to free the slaves and keep the Force Squad at bay. Initially having the upper hand, Glimmer and Bow soon fall afoul of the Horde, prompting Prince Adam to transform into He-Man. With Battle Cat at his side, He-Man repels the Horde. However, upon confronting Adora with the jeweled sword, the most powerful man in the universe is shocked when her face appears

in the jewel. Realizing that Adora is the one he is looking for, He-Man is caught off guard and hit with a stun ray from behind. Adora picks up the sword and claims the dazed He-Man as her prisoner.

With He-Man having disappeared following the battle at Thaymor, Madame Razz uses a spell to locate him. She traces him to Beast Island, a primitive place miles out to sea where he is a prisoner of the Horde. Madame Razz conjures up a flying ship with her magic, allowing the Rebels to make the trip to the island.

Meanwhile, Adora confronts a bound He-Man about the jeweled sword. She tells him she felt a personal connection to the sword, but he tells her it was intended for a person serving the side of good and not evil. Adora rebukes him, believing she serves the rightful rulers of the planet. He-Man continues to challenge her, suggesting she explore Etheria for herself.

While Adora leaves Beast Island in search of answers, the Rebels approach from the air. They are spotted by Hordak, who shoots them down with a beam from his Annihilator aircraft and they crash-land in the wilderness, saved from harm by Glimmer's powers. The Rebels negotiate the rough terrain and encounter an enormous wild beast before finding the entrance to the prison base. As they use their collective abilities to traverse its winding corridors, Grizzlor, the Horde's



TRIVIA

- The screening for the cast and crew of the movie was shown at the Samuel Goldwyn Theater on March 29, 1985.

- The original five-part story line is known as "The Sword of She-Ra."

- In the opening credits to the movie, Larry DiTillio's surname is misspelled.

- Two scenes from the third episode, "She-Ra Unchained" (Prince Adam heading out toward the Fright Zone and Hordak demonstrating the Magna Beam), are swapped around for the movie.

- In the fifth episode, "Battle For Bright Moon," the panning shot of the Rebels standing outside of Castle Bright Moon was mistakenly shown to take place at night. When the episodes were edited into this movie, the shot was corrected.

- Because of the numerous edits to the original five episodes, the musical score was restructured—and in most instances, improved.

- As the first five episodes of *She-Ra* were not broadcast in the UK, the theatrical release of *The Secret of The Sword* was the first time audiences there learned of She-Ra's origin.



hairy henchman, hinders their progress by releasing Horde Troopers and firing stun beams at them. By the time the Rebels find He-Man, Grizzlor has alerted Hordak, who imprisons the group in a separate dungeon. Kowl, however, escapes and frees He-Man, who in turn releases the Rebels.

Meanwhile, Adora's faith in the Horde is challenged again and again after she witnesses Horde Troopers oppressing the people of Etheria.

Back at Beast Island, He-Man and the Rebels find a landing pad, climb aboard an unmanned ship, and escape, with He-Man destroying the prison compound of Beast Island in the process.

At the Fright Zone, Adora angrily confronts Hordak and Shadow Weaver about what she has seen on her travels. Shadow Weaver uses her magic to strengthen the spell she has used to control Adora's mind, causing her to collapse. Shadow Weaver claims the jeweled sword for the Horde, determined to discover its secrets.

At the Fright Zone, Hordak unveils the Magna Beam Transporter, a device he will use to teleport the Whispering Woods, and the Rebels within, to the Valley of the Lost, a place from which no one has ever returned. He explains that the Transporter is charged by willpower and that the Horde must capture more Rebels to charge it more quickly.

At the Whispering Woods, Adam tells Bow and Glimmer that he must go to the Fright Zone to complete his mission. On the way, he transforms into He-Man and captures a Horde Trooper from a patrol marching toward his destination. He-Man puts on the Trooper's suit of armor and joins the back of the patrol but is spotted

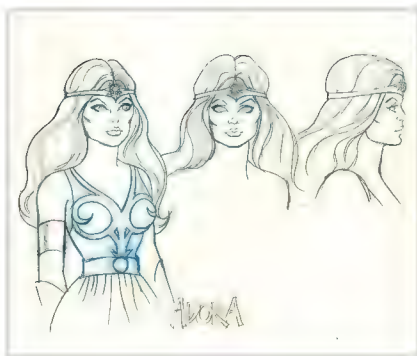
by Shadow Weaver, who plots to seize him upon his arrival.

In the Fright Zone, He-Man confronts Adora about what she saw on her earlier excursion, but Hordak and Shadow Weaver ambush him. Adora stuns He-Man with a blast from her pistol, and He-Man is imprisoned in the Magna Beam Chamber in order to charge the Beam with his mighty strength.

That night, Adora tosses and turns in her sleep. Troubled by images of the imprisoned He-Man, she visits him and finds the Sorceress communicating with her through the jeweled sword. The Sorceress reveals to Adora that she was abducted by the Horde when she was a baby and that He-Man is her brother. As He-Man drops to the ground, having lost all of his strength, the Sorceress tells Adora what she needs to do to throw off Shadow Weaver's spell and rescue He-Man. Adora holds aloft the jeweled sword, the Sword of Protection, and calls upon the honor of Grayskull, transforming into She-Ra, the Princess of Power.

She-Ra frees He-Man from the Magna Beam Chamber, and with his Sword of Power in hand, his strength is returned. As He-Man attempts to stop Hordak, She-Ra goes to warn the Rebellion on Adora's horse Spirit, who magically transforms into the winged unicorn Swift Wind by the power of Grayskull. Before He-Man can stop him, Hordak fires the Magna Beam at the Whispering Woods. She-Ra spots a large boulder on the ground and throws it at the blast, transporting the boulder to the Valley of the Lost instead of the Whispering Woods.

Hordak orders his guards to arrest He-Man, but She-Ra swoops in to rescue him on Swift Wind. As Hordak rages in defeat,



She-Ra reveals to He-Man that she is his sister, much to his surprise.

Eager to learn the truth about their past, they use the Sword of Protection to contact the Sorceress, who explains that Queen Marlena actually gave birth to twins, Adam and Adora. At the time, the Evil Horde were attempting to overthrow Eternia but were driven away by King Randor's guards and the power of Castle Grayskull. The Sorceress tells the twins that Hordak knew they were destined for greatness and so attempted to kidnap them both with his apprentice, Skeletor. Unable to get both children, Hordak escaped with Adora, and the Sorceress was unable to locate her. She then states that, as She-Ra, Adora will fulfill her destiny and fight injustice.

She-Ra and He-Man journey to the Rebel camp as Adora and Prince Adam. Adora introduces herself to the Rebels, telling them she has broken Shadow Weaver's spell and will fight on the side of goodness from now on. Glimmer informs them that she plans to rescue her mother, Queen Angella, from the clutches of the monstrous Hunga, queen of the Harpies of Talon Mountain. Adora and Prince Adam offer to retrieve Queen Angella on her behalf, so that she can rule over the kingdom of Bright Moon once more.

At the craggy Talon Mountain, Hunga goads Queen Angella as she discovers She-Ra and He-Man's attempt to rescue her. She sends an army of her Harpy sisters to trap them, but they are easily defeated by the Twins of Power. She-Ra and He-Man defeat Hunga and free Queen Angella from the bonds that kept her magic suppressed.

The reunion of Glimmer and Queen Angella prompts She-Ra to think of her own parents, and she agrees with He-Man that it is time to return to Eternia. After changing back into Adora, she enters a portal to return home, along with Prince Adam, Cringer, and Spirit, but is spotted by Hordak, who transforms into his rocket form and manages to fly through the dimensional gateway moments before it closes.

On Eternia, Adora meets the Sorceress and is introduced to her parents, King Randor and Queen Marlena, for the first time. Amid many tears of joy, King Randor announces that the Royal Family is whole once more and shall never be split again.

Meanwhile, Hordak bursts through the portal and realizes he has wound up on Eternia. Seeking his old hideout, he heads for Snake Mountain, where he too is reunited with a face from his past: Skeletor, who still holds a grudge against Hordak for abandoning him. The villains fight until Hordak announces that he has no interest in Eternia. He states that he would leave Skeletor alone to conquer the planet if the Lord of Destruction helped him retrieve

Adora. The villains agree to a truce and plan their next moves.

At the Royal Palace of Eternia, the Royal Family enjoy a meal together for the first time since Adora returned home. At the same time, Skeletor and his henchmen enter the palace, overpower the guards, and disguise themselves as kitchen staff in order to spring a trap on the family. Catching the family off guard, the villains successfully kidnap Adora and escape in the Collector. Sometime later, a grieving Queen Marlena begs He-Man to rescue Adora. He journeys to Snake Mountain, along with Man-At-Arms and Teela, with a promise that he will return the princess to them safe and unharmed.

At Snake Mountain, Hordak readies himself to return to Etheria with Adora through a dimensional gate but is tricked by Skeletor and pushed into the portal without her by Trap Jaw and Webstor. Beast Man takes Adora to the dungeons, but she outwits him and locks him inside a cell. Adora soon retrieves the Sword of Protection from Tri-Klops, transforms into She-Ra, and effortlessly defeats Skeletor and his goons by the time He-Man arrives. Dodging suspicious questions from Teela, He-Man announces that Adora is safe thanks to his "friend" She-Ra.

Back at the Royal Palace, Adora bids her parents an emotional farewell as she informs them that she must return to Etheria to help free the planet from the Evil Horde. King Randor and Queen Marlena reluctantly accept her decision and announce they are proud of her.

Adora and Spirit return to Etheria accompanied by Prince Adam and Cringer, who intend to give her and the Rebellion a helping hand. The twins transform into their other identities upon seeing many Horde aircraft fill the sky.

In the Whispering Woods, Glimmer announces that the Rebels are planning to drive the Horde out of Bright Moon and take back the castle. While the Horde ready themselves inside Castle Bright Moon, Queen Angella publicly demands they leave once and for all. Refusing, Hordak releases tanks, aircraft, and Horde Troopers to stop them. As the Rebels proceed successfully with the help of She-Ra and He-Man, Hordak and Shadow Weaver have no option but to retreat.

As Queen Angella, Glimmer, and the Rebels celebrate, She-Ra informs He-Man that she will not be returning to Eternia with him, as the Great Rebellion will have a much greater chance of defeating the Horde with her on Etheria. He accepts her stance and salutes her, with tears in his eyes, as she flies into the night on Swift Wind.

REVIEW Given everything that occurred during the first five episodes of *She-Ra*, it was only natural that Filmation would edit them together into a feature-length movie. And while it is hard to fault a movie that does so much in such a short space of time, the one major criticism is that this movie is not a movie at all. The pacing feels like five stories connected by a thread, which is of course exactly what it is. This becomes apparent during the story involving the Magna Beam. While the plot is a good excuse for the villains to capture He-Man and provoke the appearance of She-Ra, this part of the movie feels like an individual episode—likely because Bob Forward wrote it while Larry DiTillio wrote the other four parts. The simple fact is that the movie is stronger as five individual episodes. The other somewhat disappointing aspect is that at times the direction can be underwhelming. Key scenes are lovingly presented, but the action scenes feel flat. While the pacing is all over the place due to the episodic structure, the movie does not feel convoluted. In an odd way the episodic nature makes it easier to digest each revelation that occurs during the story. This movie must be praised for what it achieves, because what it achieves is impressive. While the first few minutes are familiar to us, as soon as Prince Adam and Cringer step through the gateway to Etheria, every single thing, down to the tiniest detail, is new. Not only does this movie establish a large cast, but it also manages to characterize many of them. Most impressive of all is that the movie believably creates an entirely new series based on the appearance of the Sword of Protection. The fact that the star, She-Ra, is not introduced until more than halfway through is a testament to the bravery of the first two episodes in not mentioning She-Ra once. But one wonders what the result would have been had Filmation actually written a He-Man and She-Ra movie. **7/10**

DELETED SCENES

These notable scenes were omitted when the episodes were assembled as a movie.

In the dream sequence, after Hordak escapes through the portal with Adora, we see a close-up of the Sorceress and Man-At-Arms in distress. This is followed by a shot of Hordak's laughing face superimposed over the Sorceress's disturbed sleep.

When the Horde Troopers enter the Laughing Swan Inn, Prince Adam and Cringer are puzzled by their presence, and Cringer leaps under the table.

As Madame Razz haphazardly flies toward the Rebel camp on Broom, Bow and Sprag attempt to guess which tree she will hit.

As the Rebels overlook the village of Thaymor, Prince Adam assures Bow that his friend (He-Man) will be ready when needed.

As the Rebels prepare to venture to Beast Island, Madame Razz attempts to create a flying ship but only succeeds in creating a frying ship.

In an extended conversation He-Man tells Adora about the plight of the Etherian people, and Adora angrily calls He-Man a liar.

In her mission to seek out the truth, Adora visits a farm and looks on in horror as a family are unable to prevent a Horde Trooper from taking their horse. The Horde Trooper pushes a defiant young boy to the ground, angering Adora.

In their attempt to rescue He-Man from Beast Island, the Rebels encounter Horde Troopers who pin them down with stun beams. Instead of putting them to sleep, Madame Razz casts a spell transforming them into sheep.

After Hordak demonstrates how the Magna Beam is charged, we see that the now-drained prisoner is completely subservient to Hordak.

During Adora's disturbed sleep, we see visions of He-Man having his energy drained. As the visions disappear, Adora shivers and looks worried.

On their way to Talon Mountain, He-Man, She-Ra, and Swift Wind battle two groups of Harpies. The

heroes manage to trick both groups into crashing into one another.

As Adora arrives at Castle Grayskull for the first time, the Sorceress explains that she covered for Prince Adam's disappearance while he was away.

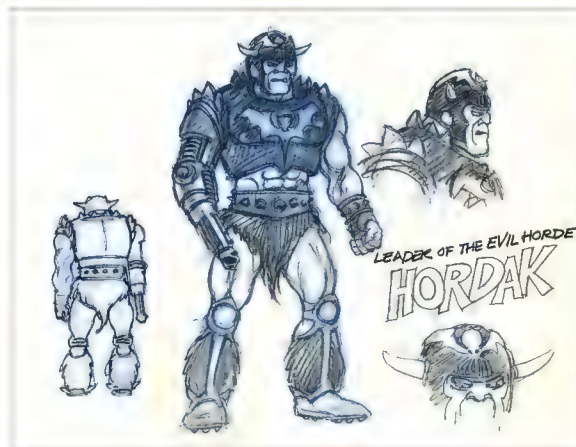
In a lengthy scene the Royal Family listen to Adora's story about Madame Razz, to which King Randor remarks that she sounds like Orko. When Adora inquires as to who Orko is, Prince Adam explains that he is visiting his uncle, Montork, on Trolla.

When She-Ra tells the heroes that Adora is safe, a very confused Teela wonders why they have journeyed to Snake Mountain at all, prompting He-Man to agree and suggest they all leave.

When Adora announces to her parents that she is leaving for Etheria, King Randor asks if Hordak is the reason for her sudden departure, and she says yes.

Shortly before traveling back to Etheria, Adora tells the Sorceress that the last few days have been the happiest of her life, leading the Sorceress to shed a tear.

During their final farewell, He-Man remarks that maybe he and She-Ra were always destined to be separated, fighting evil on two different worlds. She-Ra agrees.



A CHRISTMAS SPECIAL

CAST Adora, Alicia, Beastmonster, Bow, Broom, Buzz-Off, Castaspella, Catra, Cringer, Cutter, Davy Jones, Dree Elle, Fisto, Flutterina, Frosta, Glimmer, He-Man, Hordak, Horde Prime, Horde Troopers, Imp, Kando, King Randor, Kowl, Lara, Lizard Man, Loo-Kee, Madame Razz, Man-At-Arms, Man-E-Faces, Mekaneck, Mermista, Miguel, Modulok, Monstroids, Montork, Moss Man, Multi-Bot, Orko, Peekablue, Perfuma, Prince Adam, Queen Angella, Queen Marlena, Ram Man, Rattlor, Relay, Sea Hawk, She-Ra, Skeletor, Snout Spout, Spikor, Spirit, Sprag, Spritina, Sprocker, Squinch, Stratos, Swift Wind, Sy-Klone, Teela, Two Bad, Webstor, Yukkers, Zipper, Zodac

SYNOPSIS At the Royal Palace, King Randor and Queen Marlena watch as Eternians and Etherians alike decorate and prepare for the upcoming birthday celebration in honor of Prince Adam and Princess Adora.

Meanwhile, Prince Adam and Man-At-Arms are busy setting up the Sky Spy, a new spaceship that will allow them to watch Skeletor's every move. A curious Orko climbs into the Sky Spy and accidentally starts the engines. Within moments he finds himself and the ship being pursued high above the skies of Eternia by Skeletor and his Evil Warriors. He-Man and She-Ra prevent Skeletor from capturing the Sky Spy, but they are unable to reach the ship, as it suddenly hits warp speed, vanishing from sight.

After crash-landing on the planet Earth, Orko saves a young brother and sister, Miguel and Alicia, from an avalanche. Back on Eternia the heroes realize that Orko was in the Sky Spy when it launched. Man-At-Arms reveals that he can bring Orko back with a transport beam but requires a Kerium Water Crystal in order to power it—a crystal not located on Eternia.

Adora transforms into She-Ra and with Swift Wind heads to Etheria. Mermista informs She-Ra that a pool within the Old Ruins is where the crystal can be found, but the Beastmonster guards it. She-Ra, Swift Wind, and Mermista are successful in overpowering the Beastmonster and obtain the crystal. As Mermista departs, the Monstroids appear and imprison She-Ra and Swift Wind. The villainous robots leave for Monstroid Central, enabling She-Ra to escape.

Back on Earth the children tell Orko about Christmas. When Man-At-Arms' transport beam activates, Orko and the children walk toward the light, and all three appear on Eternia. As the water crystal cannot be recharged for a few days, Queen Marlena declares that Prince Adam and Adora's birthday will double as a Christmas celebration so that Alicia and Miguel will not miss out.

Meanwhile, on Horde World, Horde Prime is furious that a new spirit of goodness has arrived on Eternia. He summons Hordak and Skeletor and commands them to destroy the spirit of Christmas.

On Eternia, Bow and Perfuma entertain the children, but their enjoyment is cut short when Hordak captures Alicia, Miguel, and Orko. On his way back to Etheria, Hordak encounters the Monstroids, who take the children for their own, fully aware that Horde Prime wants them.

He-Man and She-Ra visit Peekablue, who uses her special vision to inform them that the children have been captured by the Monstroids. Orko and the children are freed from their jail cell by Cutter, one of the Manchines. Orko, Cutter, Alicia, and Miguel leap aboard Cutter's cousin, Zipper, and attempt to escape the Monstroids.

Just when it appears they will be captured, He-Man, She-Ra, and Swift Wind appear, and with the help of the Manchines defeat the giant transforming robots. As the heroes celebrate their victory, Skeletor captures Alicia and Miguel and zooms away on his War Sled. Hordak follows Skeletor and blasts him out of the sky, but not before Skeletor can prevent Hordak from giving chase.

Determined not to stay in one place, Skeletor orders the children to walk through the snowy tundra. However, the children are cold and weak, and the Manchines' puppy, Relay, cannot move through the thick snow. Skeletor, feeling a tinge of compassion, gives the children coats and carries Relay himself. The children tell Skeletor about Christmas, but he does not seem to understand the concept.

He-Man and She-Ra arrive to save the children just as Hordak and an army of Horde Troopers appear on the scene. Hordak deflects one of Skeletor's blasts back at the Lord of Destruction, and the villain is knocked to the ground. Horde Prime arrives and prepares to take the children. A confused Skeletor, motivated by the spirit of Christmas, saves the children. He-Man and She-Ra throw Horde Prime's ship back to Horde World. A perplexed Skeletor is reassured by She-Ra that Christmas only comes once a year.

Back at the Royal Palace, the celebration is enjoyed by all. Prince Adam, in disguise as Santa Claus, gives Alicia and Miguel flying belts before Man-At-Arms transports them back to their joyful parents on Earth.

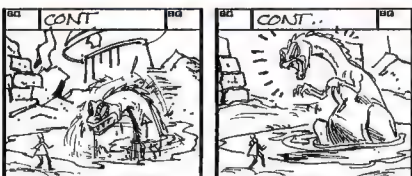


MEMORABLE QUOTES

"Angels? Now I'm really getting confused." [Orko fails to follow the story of Christmas]

"Thank you, Mr. Skeletor. You are very kind." [Miguel overlooks the fact that the skull-faced villain kidnapped him and his sister]

"Listen! I am not nice! I am not kind! And I am not wonderful!" [Skeletor finally loses his cool with Alicia and Miguel]



MORAL PRINCE ADAM. "So that's how Christmas first came to Eternia. Not everyone celebrates Christmas, but the spirit of the Christmas season is within us all. It's a season of love and joy and caring." **ORKO.** "And presents!" **PRINCE ADAM.** "Presents are nice, Orko, but Christmas means much more than that." **ORKO.** "I know, Adam. Christmas is a time of peace and caring and happiness." **PRINCE ADAM.** "That's right, Orko. And what would make you happiest this Christmas?" **ORKO.** "Presents!" **PRINCE ADAM.** "Oh, Orko!"

REVIEW This special is a confusing effort, highlighted by the fact that it is credited to both one of the best writers on the series, Bob Forward, and one of the more dubious ones, Don Heckman. On the plus side, we have characters aplenty, and seeing numerous Etherians on Eternia is a refreshing visual. But with regard to negatives, there are simply too many to list. What starts off as a very good premise devolves into scene after scene of characters hopping planets, with the children captured over and over again—first by Hordak, then by the Monstroids, and finally by Skeletor. This special often feels like the plot is being dragged out to fill the forty-minute running time. And as for Skeletor, while he is undoubtedly the star and Alan Oppenheimer voices the character to perfection, his actions are questionable in the latter part of this disappointing story. That said, watching this special on Christmas Day always makes me smile. **5/10**



MIGUEL
First of all, it's a Pristmas --
No, I mean it's not a Pristmas
tree, it's a Christmas tree. And
it's to celebrate...Christmas!



TRIVIA

- For the special, Filmation hired two child actors to play the voices of the children: Lana Beeson voices Alicia, and R. D. Robb voices Miguel.

- This special marks the only appearance of the Laser Bolt, one of the last vehicles produced for the Masters of the Universe toy line.

- Rattlor appears to be working for Skeletor in this episode, even though he has clearly been seen working for the Horde in numerous episodes of *She-Ra*.

- Upon arriving on Earth, Orko is covered in snow, oddly resembling the *Ghostbusters* logo.

- The Earth coordinates that Queen Marlena recognizes on the screen actually relate to Filmation's place of business during the time of this production: 18107 was the street number, 818 3457414 was the telephone number, and 4720847 was the Telex number.

- Man-At-Arms makes reference to a Kerium Water Crystal. In the *BraveStarr* series, developed by Bob Forward (who cowrote this special), Kerium was the equivalent of gold on the planet of New Texas.

- The song that the children perform is titled "Christmas On Eternia" and was written by Erika Scheimer.

- Even though the Monstroids share their name with a Mattel toy, they look nothing alike.

- When their character models were designed, many of the supporting Manchine characters were given names: Clutch, Crank, Digger, Driller, Piston, Rotor, Whipsaw, and Wrench.



Left: When covered in snow, Orko bears more than a passing resemblance to the *Ghostbusters* logo.





CHAPTER 6

ABANDONED EPISODES

As *He-Man and the Masters of the Universe* was developed into a series, the staff writers at Filmation came up with a wealth of proposed story premises; after all, they had sixty-five spaces to fill! Some of the story premises would become episodes after numerous rewrites ("She-Demon of Moon III" and "The Time Machine" became "She-Demon of Phantos" and "The Time Corridor," respectively), while other ideas were combined to form a single episode.

What follow are the episodes that were never developed beyond these early stages. Please note that in some of these synopses Orko is still referred to as Gorpo, Evil-Lyn as Desira, and the Evil Warriors as the Masters of the Universe. The Sorceress does not appear to have been fully developed

at this point either; there are many references instead to the Spirit of Grayskull. Also, Stratos is a villain, much like he was in the early Mattel material. All of the original spellings (Tee-La, Beastman, etc.) are also retained for authenticity.

With regard to the *She-Ra* episodes, some of the premises were included in a document written by J. Michael Straczynski that summarized the scripts that had been approved during production of the first season. As with all *She-Ra* scripts, the heroine's name is spelled Shera.

While these synopses provide no revelations for us longtime fans of the series, they do enable us to speculate about what might have been.

APPROVED HE-MAN PREMISES (1982)

These episodes were initially approved to be developed as episodes. However, for one reason or another, they were never made.

TO TEACH A PRINCE **SYNOPSIS:** Worried about their son's continued irresponsibility, the king and queen send Prince Adam to a special sorcerer who is said to work wonders with such children. Along with other errant heirs from the universe, the Sorcerer tries to make Adam more "kingly." Skeletor seizes this opportunity to try to kidnap the heirs to use as pawns against their powerful parents.

EXPLODING WORLDS **SYNOPSIS:** Prince Adam and Man-At-Arms are vacationing in the wilderness of a remote asteroid. Suddenly the lake begins to boil. No sooner do they escape the asteroid than the whole thing explodes in space. Returning to Eternia, they receive word that the Eternian ocean is beginning to boil! Speeding under the sea, they discover that Skeletor has found the legendary Energy Stone, which he was testing on the asteroid. Now he plans to explode all planets that oppose him, starting with Eternia!

GORPO'S QUEST **SYNOPSIS:** Skeletor decoys He-Man and Man-At-Arms to a distant universe to stop a cataclysmic explosion. Meanwhile, his forces descend upon Eternia. Only Gorpo and Cringer escape. These two, who do not get along, must join forces and work together through a perilous journey through the cosmos to summon He-Man back to Eternia before Skeletor seizes Grayskull's powers.

THE MASTERS' AMULET **SYNOPSIS:** The Masters of the Universe have come across a Power Amulet which will bestow special powers upon its possessor. But while Skeletor, Beastman, and Evil-Lyn fight among themselves over who is the owner, He-Man destroys it.

CAT'S CRADLE **SYNOPSIS:** Cringer accidentally stumbles into one of Grayskull's Space Corridors and lands in the fortress of Beastman. To rescue his cat, He-Man must penetrate the mighty structure, which is guarded by terrifying beasts of all descriptions.

TEE-LA'S TRAP **SYNOPSIS:** Impatient for a promotion, Tee-La decides to impress her father, Man-At-Arms, by capturing Skeletor single-handedly. Instead, she is captured herself and held prisoner in a domed underwater city. He-Man must free her.

HE-MAN WHO? **SYNOPSIS:** A spell created by Evil-Lyn causes amnesia in He-Man. He becomes Prince Adam and has no knowledge of his dual identity as He-Man! He only recovers his memory when Man-At-Arms helps him to re-create the opening of Grayskull's Jaw Bridge.

ETERNIA'S ORDEAL **SYNOPSIS:** A series of widespread catastrophes strikes Eternia: floods, cyclones, famine, and the like. The angry citizens threaten to revolt, blaming Adam's parents, the king and queen, for the cataclysm. He-Man discovers that Evil-Lyn has put Eternia under a spell and must devise a way to reverse it.

CAVE WORLD OF ZAMBOR **SYNOPSIS:** While on a routine mission in Eternia's swamplands, He-Man, Man-At-Arms, and Gorpo are caught in quicksand and sucked into the underground world of the evil tyrant Zambor. His warlocks force the peace-loving Cave Dwellers to mine the deadly Power Rock for the Masters of the Universe. It is up to He-Man to put a stop to it.

EVIL-LYN IN WAITING **SYNOPSIS:** A mysterious, beautiful woman arrives in the Royal Court, asking only to be the queen's chambermaid. Everyone in the Royal Court is charmed by the sweetness and poise of this maiden. Only Teela is suspicious, but Prince Adam and Man-At-Arms attribute her doubts to jealousy. It is up to Teela to unmask this stranger as none other than Evil-Lyn, who intends to help Skeletor gain access to the Royal Palace. Teela is able to thwart this invasion with an assist by He-Man!

ALKAYA, CITY IN GLASS **SYNOPSIS:** While testing one of Man-At-Arms' new sea vessels on the Eternian Ocean, our heroes receive a distress note in a bottle. It's from the legendary lost city of Alkaya. Traveling underwater, they come upon the undersea city, which is surrounded by a glass dome. They find it under siege by the Masters of the Universe. In a fierce battle, Skeletor attempts to cause the dome to collapse, thus drowning Alkaya. It takes all of He-Man's strength to hold up the dome while it is repaired and to banish the evil Masters from Alkaya.

SUN FIRES **SYNOPSIS:** The Masters have thrown Eternia out of orbit, and it is now headed toward its sun. This causes fires and other catastrophes on the planet, which He-Man must deal with. Finally, using Archimedes's principle of levers ("Give me a place to stand, and I could move the Earth!"), He-Man sets up a giant lever in space to correct Eternia's orbit.

QUEEN'S DAY **SYNOPSIS:** Eternia is celebrating the biggest holiday of the year, Queen's Day, in honor of He-Man's mother. Skeletor and the Masters intend to use the Mardi Gras-style celebrations and parades as diversions for their invasion of Eternia and takeover of Grayskull.

FLAMERS OF THE KRINDELL VOLCANO **SYNOPSIS:** The evil Flamers, fire creatures who live below the surface of Eternia, have taken over the Krindell Volcano. They have already caused small eruptions and now plan to cover the entire planet with flames and lava unless He-Man can stop them.

WORKING VACATION **SYNOPSIS:** A weekend vacation for Prince Adam and Tee-La on the Isle of Mirth turns into a disaster when the island's wicked magistrate transforms the inhabitants into ferocious werewolves!

THE DUCHESS TEELA **SYNOPSIS:** When the Duke of the Glade Kingdom arrives in Eternia, he takes a liking to the beautiful royal guard, Tee-La. The duke asks Tee-La to be his duchess. Only after an argument with Prince Adam does Tee-La accept. The duke, however, is actually Skeletor in disguise, who uses Tee-La to trap his mortal enemy—He-Man!

FLAMERON'S SLAVES **SYNOPSIS:** In the Valley of Flames, Gorpo rescues an injured dragon from a bottomless swamp . . . only to be captured by the dragon's master, Flameron. With his dragon slaves, Flameron threatens to overthrow Eternia. But not if He-Man can help it. With the aid of Gorpo's dragon friend, He-Man turns the dragon slaves against their cruel master . . . and saves the kingdom.

LOST ISLE OF LITE **SYNOPSIS:** While sailing on the Sea of Winds, Prince Adam and his friends discover the Lost Isle of Lite, which rises out of the ocean. No sooner do they reach the isle, however, than it begins to sink again . . . taking He-Man and friends to an underwater realm of serpents, giant fish, and a race of gentle fish people ruled by the evil sea tyrant Malador.

RIDDLE OF THE COMET **SYNOPSIS:** When a comet crashes into the planet, He-Man loses his strength. Meanwhile, Beastman's legions storm into the kingdom. Without He-Man's defensive power, Castle Grayskull is sure to fall. Only by unraveling the riddle of the comet . . . and its strange properties . . . can He-Man recover his strength and save Grayskull.

THE POLTERGEIST **SYNOPSIS:** The Royal Castle of Eternia is invaded by a poltergeist, a mischievous ghost who turns the Royal Court upside down . . . In fact, the poltergeist is a distant relative of the Spirit of Grayskull . . . and it's trying to take mystic control of the kingdom!

THE SILVER KNIGHT **SYNOPSIS:** He-Man is challenged in battle by the Silver Knight, a towering warrior working for Skeletor. While He-Man is the strongest man, the Silver Knight is the strongest woman . . . and she may be too powerful for He-Man to handle.

PRISONER OF VEELOS **SYNOPSIS:** On a trek through the Forest of Elves, Prince Adam and Tee-La are captured by the tiny Zaculon people, who are engaged in a bitter struggle with Veelos, the giant. He-Man vows to help them, until he meets Veelos—no ordinary giant, Veelos is a fifty-foot-tall Cyclops!

VIDEO MAGIC **SYNOPSIS:** An evil inventor lands on the planet Eternia, bringing strange computer games from distant worlds. The games become all the rage in the Royal Palace, until one game takes on a life of its own. He-Man and friends are swept into the game, where they must wage battle with strange computer creatures from the dimension of Videola, where Skeletor now rules!

FOUNTAIN OF YOUTH **SYNOPSIS:** In the Enchanted Grotto, Prince Adam, Tee-La, and Cringer come upon a glorious fountain. One sip from the fountain's water returns our heroes to their childhood . . . and they're children again! He-Man is now only a boy . . . and he may not be strong enough to stop the Masters of the Universe from capturing Castle Grayskull!

FORCES OF NATURE **SYNOPSIS:** Stratos, the evil Bird Man, takes control of the sky over Eternia. He forces the creatures of flight to join his wicked cause of conquering Castle Grayskull. But with the help of Gorpo and the Sorceress, He-Man uses the forces of the wind and the weather to send Stratos spinning off into space.

RENEGADE RAM **SYNOPSIS:** He-Man's powerful transportation unit, the Battle Ram, is invaded by the spirit of Shred, a destructive being from the center of the universe. Shred leads the Battle Ram on a path of destruction throughout Eternia—ending in a fearsome duel against the Battle Ram's true master . . . He-Man!

STORM WELDER **SYNOPSIS:** Storm Welder, the evil subterranean tyrant, steals He-Man's mystic Force Shield. He melts the shield into a coat of armor which protects its wearer from any attack. Invincible, Welder now has the power to defeat any foe . . . even He-Man!

THE PIRATES OF TYPHOT **SYNOPSIS:** The kingdom of Eternia is assaulted by the pirate ships of Typhot, the barbaric buccaneer. Prince Adam is captured and taken to the pirates' Treasure Island, where he doles out seafaring justice in the name of He-Man.

FELINE FEVER **SYNOPSIS:** When a strange malady starts changing the population of Eternia into roaring felines, He-Man, Cringer, and Tee-La journey into the Valley of Leopards to find the cure . . . There, among his ferocious relatives, Cringer must tap his inner source of courage and mental ability to save his friends, and Eternia, from the behemoth sorcerer cat Crisees.

THE MIDAS JEWEL **SYNOPSIS:** Empowered by a strange jewel from Castle Grayskull, Evil-Lyn acquires a new power . . . With the gaze of her eyes, she can turn others into statues of pure gold! All of Eternia will be turned into stone unless He-Man and friends can recover the jewel and return it to Castle Grayskull.

ECLIPSE OF ETERNIA **SYNOPSIS:** With the help of a mad astronomer, Skeletor throws the heavens into chaos. The result is a solar eclipse which throws Eternia into total darkness. The planet will be lost in nighttime forever unless He-Man can use his strength and Grayskull's powers to rearrange the planets . . . and defeat Skeletor.

FAKER! **SYNOPSIS:** The kingdom goes into panic when He-Man is found to be using his strength and power for evil and destruction. The royal guards try to trap the errant strongman. But only Gorpo and Cringer know the truth: Skeletor has captured the real He-Man and replaced him with a sinister double!

REJECTED HE-MAN PREMISES (1982)

These episodes were submitted with the above premises but rejected during the approval stage. As a result, they never developed beyond these few lines.

KING GORPO OF FOLLIA **SYNOPSIS:** Dwarf-like representatives of the Land of Follia have come to Eternia on a recruiting mission. They are in search of a king. Gorpo so impresses them with his magic that he is offered the throne! But he finds that being king isn't all it's cracked up to be—especially when Skeletor decides to invade Follia to capture their magic rocks!

LONG LIVE HE-MAN **SYNOPSIS:** In trying to create a Fountain of Youth, Gorpo miscalculates and instead concocts a spell which quickly begins to age everyone and everything in Eternia. As He-Man grows older and weaker, Skeletor is standing by to take advantage.

THE SECRET OF BANSHEE FOREST

SYNOPSIS: Cringer has mistakenly wandered into the dreaded Banshee Forest, from which no one has ever returned. He-Man must go after him. He comes face to face with Brullo the Wood-Demon, a commander of supernatural forces who is in league with the Masters of the Universe.

MISSING MAGICIAN **SYNOPSIS:** After being chastised for his errant magic by Man-At-Arms, Gorpo runs away. He is pressed into service on one of the Masters' Space Gallery slave ships. Man-At-Arms and He-Man must rescue him.

PURPLE MAZE **SYNOPSIS:** Tee-La is captured by the Masters to use as bait to lure He-Man to the dreaded Purple Maze. This is a maze which goes through an entire distant planet, both above and below the surface, and is laden with obstacles and hazards. Tee-La has been put at the center of the maze, and He-Man must make his way through it to rescue her.

UNTITLED REJECTED HE-MAN PREMISES (1982)

These synopses accompanied the above rejected premises. Sadly, they were never given titles and only referred to in the notes as "Story Springboards."

SYNOPSIS: After an encounter with Desira's magic, Gorpo begins to fade away . . . In fact, he will disappear forever unless He-Man can return Gorpo to his home planet! But at the other end of the Space Corridors, on Gorpo's home planet, the Masters of the Universe are waiting to take He-Man by surprise!

SYNOPSIS: A band of traveling minstrels entrance the people of Eternia with music from the Mystic Flute. The minstrels, however, are actually the disguised Masters of the Universe, who plan to conquer Castle Grayskull and He-Man.

SYNOPSIS: Winter in Eternia brings snow, ice, and Skeletor . . . along with his new ally in tyranny, Zeron, the frozen Master of the Universe. With his frosty powers, Zeron puts He-Man and the kingdom on ice, leaving only Tee-La and Cringer to defend Castle Grayskull from the enemy.

SYNOPSIS: Castle Grayskull is invaded by the Spirit of Mysteria, an ancient witch with vast supernatural powers. Not even the Spirit of Grayskull can fend off this mystic attack. The castle will crumble, and He-Man's powers along with it, unless Prince Adam can drive off this sinister ghost.

SYNOPSIS: Gorpo is captured by the arboreal Mind Weavers, whose magic forces Gorpo to reveal the true identity of He-Man . . . It's Prince Adam! He-Man and friends must use all the magic of Grayskull to stop the Mind Weavers from revealing He-Man's identity to the Masters of the Universe!

SYNOPSIS: While the king and queen of Eternia head off on a world cruise, Prince Adam is left in charge of the kingdom. Skeletor takes this opportunity to overthrow the kingdom . . . and to exile Prince Adam to Prisoner Island . . . There, he must befriend the outcasts of Eternia if he is ever to regain the family throne!

SYNOPSIS: Zombana, the ancient sorceress, rises from her crypt to turn the Eternian Ocean into a sea of flame. The entire planet could melt! He-Man must find Gorpo, who knows the secret to Zombana's magic . . . but Gorpo is lost inside Zombana's Maze of Mystery!

SYNOPSIS: He-Man and Battle Cat are snared by the Plan-Niners, a group of space beings who take their captives to their home planet of Nazrat. Meanwhile, on Eternia, Desira is about to conquer the kingdom. The enslaved He-Man must win the respect and friendship of his captors and return to Eternia, or Desira will be unstoppable.

SYNOPSIS: Skeletor creates a wrinkle in time and sends the king and queen of Eternia to another place in another dimension. Prince Adam, as He-Man, must travel through Castle Grayskull's Space Corridors to rescue his parents . . . but the search through the centuries could take forever! Skeletor hopes so, because that's how long he hopes to rule Eternia . . . forever!

SYNOPSIS: A delegation from Gorpo's home planet arrives on Eternia to bring Gorpo home, where he will be installed as the new king! But at the same time, Eternia is under siege by the entire legion of Masters of the Universe. To save Eternia, He-Man desperately needs Gorpo's help and mystic knowledge . . . So, Gorpo is faced with a difficult decision: return home to glory or stay behind to face a merciless enemy.

SYNOPSIS: On a trip through the Petrified Caves, Gorpo and Cringer discover a map which leads to the Ancient Key of Grayskull. Possession of this key would mean ultimate rule of the Mystic Castle. He-Man and friends set out on the quest . . . only to be thwarted by another group searching for the key--Skeletor, Beastman, and Desira!

SYNOPSIS: The Spirit of Grayskull informs He-Man of a great problem on a distant planet . . . The problem is Skeletor, who has overthrown this other world . . . and the planet's name is Earth! With his crew, He-Man travels through the Space Corridor to modern-day Earth . . . where the mighty barbarian must prove his virtue before the frightened humans will accept his help in the battle against Skeletor.

SYNOPSIS: Gorpo discovers an ancient bottle from which emerges the Wishing Spectre, who grants Orko three wishes. But this Spectre is evil, and it twists Gorpo's wishes of wealth, power, and strength into greed, tyranny, and reckless destruction. He-Man must return the wicked Spectre to the bottle before Gorpo and his wishes destroy the planet!

SYNOPSIS: Skeletor's new ally is Nightmara, an evil temptress who turns the bad dreams of Cringer, Tee-La, and Prince Adam into living nightmares. As these bad dreams of hideous monsters and demon spirits come to life, He-Man and friends must fight to stay awake long enough to defeat their foes and stop Nightmara's awful magic.

SYNOPSIS: When the Space Corridors at Castle Grayskull malfunction, He-Man, Man-At-Arms, Tee-La, and Cringer are carried to another world—the mirror world of Eternia. There, they meet mirror images of themselves . . . but the images are pure evil. They must defeat their wicked counterparts if they are ever to return to Eternia.

SYNOPSIS: In the thick jungles of Cromere, Prince Adam, Tee-La, and friends are robbed by the merry bandits of Pryam, a latter-day Robin Hood who steals from the rich and gives to himself. Prince Adam and the group are left defenseless against the monsters of the jungle, while Pryam discovers that the items he stole from Prince Adam (actually, He-Man's powerful breastplate) can give him supernatural powers . . . and planetary rule!

APPROVED SHE-RA PREMISES (1984)

These episodes were initially approved to be developed. However, for one reason or another, they were never made.

THE REBELLIOUS BRIDE **SYNOPSIS:** Prince Dash of the kingdom of Nofalderal is bent on marrying Princess Marrylyn of the Kingdom of the Pink Rose. The Horde, however, is against the marriage, so Marrylyn seeks the help of the Rebellion. Dash does not want his intended bride to be fighting or putting herself in danger. Nevertheless, Marrylyn does get the Rebels' help and learns to fight from them. She displays this talent in a grand battle against the Horde on their wedding day. The marriage takes place, and Prince Dash learns a lesson about being overprotective of his bride just because she's a woman. They agree to rule equally, sharing all burdens together.

THE STOLEN SPIRIT **SYNOPSIS:** Thanks to Bow's irresponsibility, Spirit is captured by horse thieves, who are in turn captured by Hordesmen collecting horses for Hordak. Bow tries to get Spirit back and winds up captured by Catra, who is overseeing the horse roundup. Shera and Madame Razz must go to the Horde Cavalry camp to free Bow and Spirit. They also free all the other horses in the bargain.

THE HEART OF DARK HOPE **SYNOPSIS:** Shadow Weaver uses her vile magic to create a Night Walker, a small mystical hunter. She sends this creature to find a great source of power she senses on Etheria. This power is Dark Hope. The Night Walker finds the Keeper of the Crystal Castle and steals away his power. Fortunately Shera is there at the time, and as Dark Hope sinks down into his pool, lightning bristling around him, he calls out for her to find the Sorceress. Shera calls for the Sorceress and she comes, bringing Prince Adam with her. In the Crystal Castle, Adam becomes He-Man, and the Sorceress guides them both down into Dark Hope's pool and into the strange world of Dark Hope, a place filled with odd creatures and ways. Through one of these strange beings they find Dark Hope, trapped by the Night Walker who is now huge and filled with Dark Hope's power. Shera, He-Man, and the Sorceress fight a pitched battle against the magical Night Walker and finally combine their strengths to defeat it and send it back to a dismayed Shadow Weaver and an equally dismayed Hordak (who has discovered Shadow Weaver's plan and wants the power for himself). Dark Hope is restored to his former glory and thanks them. (NOTE: Dark Hope's name has been changed to Light Hope, so the title of this story will change as well).

UNTITLED SHE-RA PREMISES (1984)

These story ideas by Robert Lamb were dated October 11, 1984.

SYNOPSIS: The Horde discovers valuable mineral deposits under the ice in Frosta's Kingdom of Snows.

SYNOPSIS: While visiting Frosta, Bow falls into a deep crevasse. Shera rescues him, and they discover the frozen form of a First One.

SYNOPSIS: Volcanic activity threatens the village of Cooleron in the Kingdom of Snows. Shera and Frosta join forces to stop the devastating lava flow.

SYNOPSIS: When a raid on a Horde fuel depot backfires, Glimmer, who organized the mission, runs away in a fit of guilt. She is captured by Scorpia. Angella and Shera go to Scorpion Hill to rescue Glimmer.

SYNOPSIS: A young boy, caught up by the spiffy accoutrements of Horde types, joins up with them (the equivalent of a Horde cadet or scout camp) and finds that he gets more than he bargained for. His sister, meanwhile, is throwing her sympathies to the Rebels and through them rescues her brother (possible crossover story).

SYNOPSIS: An island kingdom supplies the Horde with ores that they need. They haven't even heard of the Rebellion. Shera must persuade them to, quite literally, give up what seems to be their sole source of income and survival, and finds another way for them to get by just as comfortably.

SYNOPSIS: Bounty hunters (maybe some of the new characters), knowing that Hordak will pay well for the leaders of the Rebels, snare a couple—only to find that the Horde doesn't pay for anything: they take what they want. As a consequence, the bounty hunters and the few captured Rebels end up on the same side.

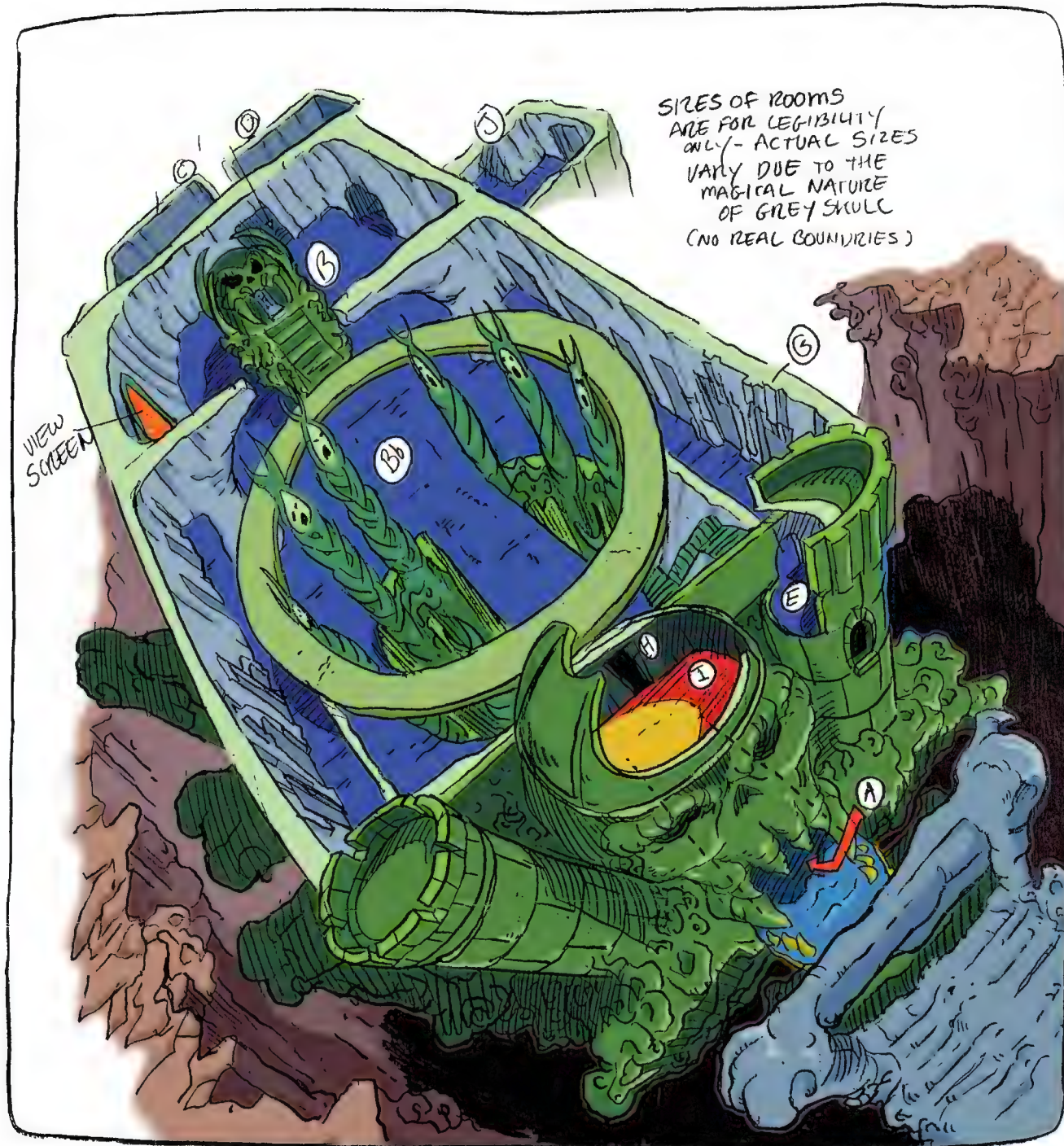
SYNOPSIS: Stratos, He-Man, and Orko come to Etheria. Vultak is leading a series of air raids on Rebel missions. Stratos takes on Vultak. He-Man and Orko help Shera find out how the Horde knows their every move.

SYNOPSIS: Hose Nose makes his way to the Whispering Woods. The Horde is stealing his people's water supply. His land is that of fountains and pools. His people, the Hosers, have built their lives and society around water. Shera and the Rebels go to their aid.

CASTLE GRAYSKULL CUTAWAY

This cutaway illustration of Castle Grayskull by Filimation background supervisor Lorenzo Martinez was distributed to those that worked at Filimation. In an effort to keep track of things (and to help those working on the show), Lorenzo mapped out numerous areas within Castle Grayskull that had been seen throughout the first season of *He-Man and the Masters of the Universe*. Not only that, but he also created a very interesting backstory detailing the origins

of Castle Grayskull. It was this backstory, specifically the reference to the abyss that surrounds the castle, that inspired Robert Lamb to write the season 2 episode "Into the Abyss." Robert kindly scanned the cutaway for this book, with Dušan Mitrović coloring Lorenzo's artwork some thirty-three years after it was originally illustrated! Enjoy this exploration of one of the most iconic locations in the *He-Man and She-Ra* universe!



CASTLE GREY SKULL WAS BUILT EONS AGO, ON AN OPEN PLAIN - DEVOID OF VEGETATION. THE WIZARDS AND SORCERORS, THEN MASTERS AND DISCOVERERS OF GREY SKULLS SECRETS, PICKED THIS SPOT FOR ITS SPIRITUAL SIGNIFICANCE. (GRAVEYARD OF THE GIANT BEASTIES THAT ROAMED THE PLANET IN ALL OF ITS REFORMATIONS)

OVER THE CENTURIES - ETERNIA UNDERWENT DEVESTATING CHANGES: WORLD CIVILIZATIONS, REPEATEDLY, ROSE, THEN FELL VICTIM TO THE ELEMENTS AND/OR SELF DESTRUCTION: (FISSION WARS) AND LEFT THE SURFACE OF ETERNIA SCARIZED AND BURNED, LEAVING GREY SKULL INVICIBLE - A TOP A RACK OF FUSED, PETRIFIED BONES - REMAINS OF A GIANT BEASTIE FROZEN IN BATTLE - THE RAMP IS WHAT REMAINS OF ITS OPPONENT!

DUE TO THE DISTRESSED NATURE OF THE SOIL SURROUNDING GREY SKULL - HARD PACKED, DRIED, CRACKED PETRIFIED MUD - ONLY ONE TYPE OF VEGETATION FLOURISHED. THE EVER - GREEN FOREST WITH ITS TWISTED TRUNK AND ROOT SYSTEMS.

THE ABYSS IS A RESULT OF THE FIELD OF MAGIC THAT SURROUNDS GREY SKULL AND ITS PEDESTAL - AND BELOW TO THE CENTER OF THE PLANET - SAVING MOST OF THE STRUCTURE FROM EROSION ("WHEW!!")

* (A) LONG, SPOOKY, ENTRANCE CORRIDOR (FIRST LEVEL)

(Bb) MAIN CHAMBER - INCLUDES WALKWAY OF THE ELDERS (FIRST LEVEL)

(B) THRONE ROOM (FIRST LEVEL)

(C) SORCERESS' LABS (BASEMENT LEVEL)

(D) MIRROR ROOM (BASEMENT)

(E) SORCERESS' DEN (TOWER)

(G) CORRIDOR TO PORTAL CHAMBER - INCLUDES DOORS OF MYSTERY (NON DIMENSIONAL) (SECOND LEVEL)

(H) ENTRANCE TO PORTAL CHAMBER

(I) PORTAL CHAMBER (SKULL)

(J) ALTAR - OUTSIDE OF DOORS TO SECRET CHAMBER (BASEMENT)

* CORRIDORS CAN BE USED FOR MOST OF INT. GREY SKULL -

Lou Scheimer

1928–2013



When I heard that Lou Scheimer had passed away, I cried. Those that were around him in the last few years knew that he was of ill health. That said, due to the incredible aura he had, I was sure that he was going to outlive us all. He continuously struck me as someone that was immortal. However, Lou Scheimer would tell you himself that he was just a man.

This tall gentleman, who almost always sported a suit, shaped generation after generation of children through his animated shows at Filmation Studios. In spite of all that he accomplished in the world of animation, he was quite possibly one of the most humble human beings I have ever had the pleasure of meeting.

I first met Lou in 2001 at Lou Scheimer Productions, thanks to my friend Lee Clevenger, who himself had been visiting the studio for years. Though it was a brief meeting, Zador Angell—who cocreated and coproduced the *He-Man* and *She-Ra* Episode Review Website with me—and I were genuinely speechless. We were in the presence of Lou Scheimer! I remember we conversed excitedly about our brief encounter with Lou in the days that followed.

The next time I met Lou was at San Diego Comic-Con in 2005. This time, my fellow *He-Man* and *She-Ra* fans and I had the honor of enjoying this man's company over the course of a few days, as we all celebrated BCI's launch of *He-Man and the Masters of the Universe* on DVD. Amazingly, when I walked up to Lou and began speaking to him, he remembered me from 2001. "Hey, British guy. I remember you!" he said, in those King Randoresque tones. I was kind of surprised. However, Lou's ability to remember people was one of his many amazing traits.

The next time I met Lou was at the 2006 San Diego Comic-Con. This time we were celebrating the launch of *She-Ra: Princess of Power* on DVD. Again, Lou was in attendance, and as enjoyable as ever to be around. Fellow fan Jon Kallis and I laughed when Lou remembered us. "It's that guy again!" he said, pointing at Jon. "British guy!" he said to me, before I had a chance to open my mouth.

During those two conventions, two things were very apparent. Firstly, BCI's release of all those Filmation shows on DVD was a beautiful way to publicly celebrate and recognize everything that Lou had accomplished with Filmation. I believe Lou was genuinely surprised that his shows had such a profound effect on people. Secondly, when people met Lou Scheimer, it was not only a wonderful experience for them, but for Lou also. He was touched by each and every story he heard from the fans.

The last time I met Lou was very special to me. In 2008 Andy Mangels asked me to contribute to the DVD box set of *The Real Ghostbusters*. I flew over to Los Angeles for the filming of the documentaries that were to appear on the DVDs. At the time, Andy had recently begun work on the book *Lou Scheimer: Creating the Filmation Generation*. Knowing I was a Filmation fan after having worked with me on the *He-Man* and *She-Ra* DVDs, Andy decided we should pay Lou a visit. I not only got to meet Lou once more, but I was also invited into his beautiful house and even sat in his office chair, surrounded by his Filmation memorabilia!

Once again, Lou remembered me and was wonderfully accommodating—showing me around his home and unearthing his own personal artwork that he had illustrated outside of Filmation. We had lunch in one of his favorite restaurants, and he genuinely wanted to find out what I had been up to since we last met. I remember kicking myself weeks later at not having had my photo taken at lunch with Lou. And then I realized: This wasn't a photo opportunity. This was lunch with a friend.

At the time I read of Lou Scheimer's passing, I was going through a box full of *He-Man* and *She-Ra* animation art that had arrived earlier in the day. I was posting images on Facebook, celebrating and sharing that wonderful Filmation style that many of us know and love. And then, while writing this, it dawned on me. Without Lou Scheimer, without Filmation, without him having produced the *He-Man* and *She-Ra* animated series and hired all those talented individuals, it's highly doubtful that any of us would still be talking about the worlds of Eternia and Etheria.

And it doesn't simply stop with *He-Man* and *She-Ra*. The love he put into each and every one of those shows produced over the course of Filmation's twenty-five-year history ensured that the animated memories we had as children would be memories that stayed with us for the rest of our lives. Moments in time that would forever make us smile.

I was devastated at the passing of Lou Scheimer, but I can't help but take a great deal of comfort in the knowledge that he left behind a phenomenal legacy—a legacy that will continue to be celebrated!

Rest in peace, Lou Scheimer. And thank you.

JAMES EATOCK







From 1983 to 1987, **He-Man** and his twin sister **She-Ra** entranced a generation of boys and girls all around the world with their animated adventures, offering not only cartoon excitement but also important moral guidance. Now, Dark Horse Books is proud to present the first-ever official companion to the classic series, featuring over five hundred pages of fascinating story synopses, behind-the-scenes artwork, and trivia for every single episode of **He-Man and the Masters of the Universe** and **She-Ra: Princess of Power**!



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